

## **A Guide to the Video of the Viola Spolin Collection**

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# **A Guide to the Video of the Viola Spolin Collection**

**by Dan Zellner and Shaina Wagner**

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## **Dedication**

This guide is dedicated to Viola Spolin and her groundbreaking work.  
May the work continue and its players continue to “follow the follower”



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## **Acknowledgments**

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## Introduction

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The Viola Spolin papers, housed at Northwestern University's Charles M. Deering McCormick Library of Special Collections, contain materials that document Spolin's career from her early days with the WPA to workshops she conducted later in her life. Among the materials are videotapes (primarily VHS) that largely document her work during the 1980's.

There are 32 videos in the collection excluding duplicates and a commercial video. These tapes breakdown roughly into 4 categories: workshops for actors and educators, rehearsals, performances and personal documentation (Spolin's wake and memorial). Approximately a third of the videos document a workshop that Spolin conducted in Mexico City. While there are some language problems in the Mexico City Workshop, there are some wonderful moments in the work and the viewer has an excellent opportunity to see how Spolin conducts game evaluation. Similarly, the workshops for educators feature Spolin introducing games and also providing valuable insights concerning the work and her perspective on education. The rehearsal and performance videos provide excellent examples of the games in action with experienced players: there are some remarkable moments in the Sills & Company rehearsals featuring Valerie Harper, Lewis Arquette, Severn Darden, Avery Schreiber, and Mina Kolb among others.

## About the Guide

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The purpose of this guide is to provide more detailed information regarding the content of the tapes so that practitioners, teachers, researchers and others interested in the work of Viola Spolin can easily find content related to their interests. The timings for each tape are approximate. Along with the timings, the various moments in the video are organized as follows:

<b>Category</b>	The content has been classified into broader categories that include: games, discussion and also insights. The insights are moments when Spolin discusses the work in a more general way. Sub-categories identify the specific game being played using Spolin's <u>Improvisation for the Theater</u> (3 <sup>rd</sup> Edition) as the primary point of reference. Additional detail is provided when possible for other categories.
<b>Sequence</b>	Primarily used to identify the portion of the game (i.e. introduction, evaluation, etc.). Also used to distinguish one set of players from another (ex. Group A).
<b>Description</b>	Provides page location of identified games in <u>Improvisation for the Theater</u> as well as quotes of interest from the moment in the video and additional information.
<b>Notes</b>	Additional information regarding the portion of video including technical difficulties (no sound, out of focus, etc.)

## List of Videotapes in the Spolin Collection

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Below is a list of the tapes in the collection with corresponding pages in the guide that provide the reader with an analysis of the contents of each tape: duplicates and commercial movie are excluded. Box and folder designation was used for all material in the collection. Video material is preceded by documents and other textual material in the collection. The full finding aid can be found via the Northwestern University Library homepage:

<http://www.library.northwestern.edu>

Box/Folder	Title	Guide
Box 42 Folder 1	Casa Colina (label: Corona Hospital Therapists, 1970) (VHS), 1980	p.1
Box 42 Folder 2	Casa Colina (U-matic), Feb. 9, 1980	p.4
Box 42 Folder 3	Teachers' Workshop (VHS), Summer 1980	p.6
Box 42 Folder 4	Teachers' Workshop (technical) (VHS), Summer	p.10
Box 42 Folder 5	Teachers' Workshop (last) (VHS), Summer 1980	p.14
Box 42 Folder 6	Viola: 2 Day Workshop #1, Monday (VHS), 1980	p.16
Box 42 Folder 7	Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980	p.21
Box 42 Folder 8	Mextel (Mexican Workshop): #2 group, Exits and Entrances, What's Beyond (VHS), Mar. 30, 1982	p.24
Box 42 Folder 9	Mextel (Mexican Workshop): How Old Am I?, Shake Up Space, Who Am I? (VHS), Apr. 1, 1982	p.29
Box 42 Folder 10	Mextel (Mexican Workshop): Give/Take, 4 players (VHS), Apr. 22, 1982	p.36
Box 42 Folder 11	Mextel (Mexican Workshop): Building A Story, Inner Emotion (VHS), Apr. 29, 1982	p.38
Box 42 Folder 12	Mextel (Mexican Workshop): No Motion, Turning Point, For. Lang. Gib. (VHS), May 13-20, 1982	p.40
Box 43 Folder 1	Mextel (Mexican Workshop): Shadowing and Detachment, Contrapuntal Variation (VHS), May 20-25, 1982	p.44
Box 43 Folder 2	Mextel (Mexican Workshop): Take/Give, Help/Hinder (VHS), May 28-June 8, 1982	p.48
Box 43 Folder 3	Mextel (Mexican Workshop): Help/Hinder, Detachment, vocal sound effects (VHS), June 8, Oct. 6, 1982	p.52

<b>Box/Folder</b>	<b>Title</b>	<b>Guide</b>
Box 43 Folder 4	Mextel (Mexican Workshop): Shadowing (VHS), June 15, 1982	p.55
Box 43 Folder 5	Mextel (Mexican Workshop) (VHS), June 17, 1982	p.56
Box 43 Folder 6	Mextel (Mexican Workshop): #2: Mirror Penetration, Transformation of Relationship, Real Objects (VHS), 1982	p.57
Box 43 Folder 7	Mextel (Mexican Workshop): Contact, Lone Wolf, Silent Tension, Building a Story (VHS), 1982	p.60
Box 43 Folder 8	Sills & Co. workshop (VHS), Jan. 22, 1985	p.63
Box 43 Folder 9	Sills & Co. workshop (VHS), Feb. 6, 1985	p.67
Box 43 Folder 10	Sills & Co. workshop (VHS), Feb. 14, 1985	p.70
Box 43 Folder 11	Channel 7 News—V. Spolin, Fred Anderson (VHS), July 16, 1986	p.74
Box 44 Folder 1	Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?	p.75
Box 44 Folder 2	Spolin Teacher's Workshop (VHS), 1987	p.78
Box 44 Folder 3	Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989	p.82
Box 44 Folder 4	Spolin Players (VHS), May 21, 1990	p.86
Box 45 Folder 1	Viola at Pierce Brothers (VHS), Nov. 25, 1994	p.89
Box 45 Folder 2	Viola's wake (VHS), Nov. 27, 1994	p.90
Box 45 Folder 3	Viola's wake, copy 2 (VHS), Nov. 27, 1994	n/a
Box 45 Folder 4	Viola Spolin Memorial (VHS), Feb. 1995	p.93
Box 46 Folder 1	Spolin w/ Gary at Improv Santa Monica (VHS), n.d.	p.97
Box 46 Folder 2	Alex in Wonderland (VHS), n.d. [Commercial movie – producer MGM]	n/a
Box 46 Folder 3	Spolin workshop (edited version of Spolin Teacher's Workshop) (VHS), n.d.	p.101

# Tape-Contents

Box - Folder

42-01 Viola Spolin: Casa Colina (VHS), 1980

Page 1

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:30	Games Space Walk I (Exploration)		Orientation- p.80 Starts midwalk - in slow motion	The picture comes in a couple seconds after the sound
00:01:31 -- 00:07:06	Games Space Walk III (Touch & Be Touched/See & Be Seen)		Orientation - p.83 in slow motion then double speed	
00:07:07 -- 00:09:46	Games Space Walk	Evaluation		Camera switches to other footage at 00:09:47
00:09:47 -- 00:20:33	Games Vowels and Consonants		New Exercises -p.396.  Spolin introduce/ side- coaches. Transforms into a discussion on fear and harmony.	
00:20:34 -- 00:26:48	Insight		Discussion of fear	
00:26:49 -- 00:34:04	Games Extended Sound		p.206	Camera cuts off some of Spolin's evaluations - jumps to next duo

**42-01 Viola Spolin: Casa Colina (VHS), 1980**

<b>00:34:05 -- 00:48:23</b>	<b>Games</b>	<b>p.180-188</b>	<b>no soundno picture in parts</b>
	<b>Broadcasting and Technical Effects</b>		

<b>00:48:24 -- 00:49:13</b>	<b>Games</b>	<b>Group A</b>	<b>Broadcasting and Technical Effects- p.187</b>
	<b>Vocal Sounds Effects - Number 7</b>		

<b>00:49:14 -- 00:54:26</b>	<b>Games</b>	<b>Group A</b>	<b>sound returns</b>
	<b>Vocal Sounds Effects - Number 7</b>	<b>Evaluation</b>	

<b>00:54:27 -- 00:55:10</b>	<b>Games</b>	<b>Group A round</b>	<b>Same group plays again</b>
	<b>Vocal Sounds Effects - Number 7</b>		

<b>00:55:11 -- 00:57:47</b>	<b>Games</b>	<b>Group A round</b>
	<b>Vocal Sounds Effects - Number 7</b>	<b>Evaluation</b>

<b>00:57:48 -- 00:58:26</b>	<b>Games</b>	<b>Group B</b>
	<b>Vocal Sounds Effects - Number 7</b>	

<b>00:58:27 -- 01:00:24</b>	<b>Games</b>	<b>Group B</b>
	<b>Vocal Sounds Effects - Number 7</b>	<b>Evaluation</b>

<b>01:00:25 -- 01:01:00</b>	<b>Games</b>	<b>Group B round</b>	<b>Same group plays again</b>
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**Vocal Sounds Effects -  
Number 7**

<b>01:00:01 -- 01:01:51</b>	<b>Games</b>	<b>Group B round</b>
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**Vocal Sound Effects -  
Number 7**

**Evaluation**

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:25	Discussion		Spolin talking with class. Talking about working with sound. Begins and ends mid-dialogue	Fragment
00:01:26 -- 00:13:39	Games Vocal Sound Effects		No audio. Game with microphone	NO AUDIO
00:13:40 -- 00:15:40	Games Vocal Sound Effects		No audio. Group game with microphones	NO AUDIO
00:015:41 -- 00:16:35	Games Vocal Sound Effects - Number 7		p.187	AUDIO
00:16:36 -- 00:21:47	Games Vocal Sound Effects - Number 7	Evaluation	Working separately and in a group. How to get interplay	
00:21:48 -- 00:22:28	Games Vocal Sound Effects - Number 7	Group A plays again	Same group plays again	



00:22:29 -- 00:25:00	Games		"Orchestration cannot be done intellectually"
	Vocal Sound Effects - Number 7	Evaluation	

00:25:01 -- 00:25:49	Games		
	Vocal Sound Effects - Number 7	Group B	

00:25:50 -- 00:27:44	Games		
	Vocal Sound Effects - Number 7	Evaluation	

00:27:45 -- 00:28:20	Games		
	Vocal Sound Effects - Number 7	Group C with eyes closed	

00:28:21-- 00:29:09	Games		
	Vocal Sound Effects - Number 7	Evaluation	

Time	Category	Sequence	Description	Notes
0:00:00 -- 0:01:38	Introduction History		Spolin regarding the work: "It's a person to person relationship at all times"	Audio garbled, jump cuts, dark lighting (throughout)
0:01:39 -- 0:04:13	Games Swat Tag		p.411 Appendix II-Traditional Games	Introduction to the game has been cut out.
0:04:14 -- 0:08:27	Insight Physicalization Explanation		"When you fall into labels and concepts, you fall into ritualistic thinking and ritualistic talking"	
0:08:28 -- 0:10:55	Games Swat Tag	Evaluation	"The mind I think is greater than the brain. The brain was out of the way."	
0:10:56 -- 0:14:22	Games Single File		p.410 Appendix II-Traditional Games. Game explanation is done by Robert Martin	
0:14:23 -- 0:20:44	Games Space Walk II (Support and Effort)		p.80 Orientation. "When you do this with your children, have audience players." The importance of learning	Very few jump cuts. A couple cuts to gray.

0:20:45 -- 0:29:32	Games  Space Walk III (Touch & Be Touched/See & Be Seen)		p.83 Orientation.	
0:29:33 -- 0:32:12	Games  Space Walk III (Touch & Be Touched/See & Be Seen)	Evaluation	Evaluation occurs directly after the game, no cut has been made, players are still standing.	
0:32:13 -- 0:32:59	Games  Space Walk I (Exploration)		p.80 Orientation - Shake up the space. "People shake up space in different ways, but they all make sense when you see them."	
0:33:00 -- 0:34:41	Games  Space Walk - Variation		"As you walk around, name your name." At the end of the game instructed to lie face-up on the floor.	
0:34:42 -- 0:37:35	Exercise  Yawn Exercise		Lying on back on the floor. "Yawn with your toes...etc."	
0:37:36 -- 0:44:30	Games  Three Changes		p. 73 Orientation.	The introduction of this game is very much intact.
0:44:31 -- 0:47:03	Games  Mirror		p.61 Orientation. "Contemplating and reflecting the other"	Low, rumbling sound heard throughout this section - clip is largely inaudible.

0:47:04 -- 0:50:00	Games Mirror		p.61 Orientation. "Feel no urgency "Avoid thinking. You can't think and reflect." "All focus is on reflection, not wondering how to do it."	There is another side coach while Spolin side-coaches.
0:50:01 -- 0:53:32	Games Mirror/Follow the Follower		p.62 Orientation. "Have the adventure of reflecting what you see."	
0:53:32 -- 0:55:15	Games Mirror	Evaluation	"We avoid interpretation."	
0:55:16 -- 0:56:18	Games Mirror Sound		p.387 - New Exercises. Mirror now coached by Martin.	
0:56:19 -- 0:59:09	Games Mirror Speech		p.388 New Exercises. Spolin introduces this game.	
0:59:10 -- 1:01:14	Games Mirror Speech	Evaluation	"This is a problem you are going to find with your kids. People think they must have something important to say."	
1:01:15 -- 1:16:33	Games Mirror Speech	Demonstration	Spolin side-coaches. "When they are in the choking moment, they are totally stopped." "Try not to be afraid of those moments."	Prolonged moment of gray on the screen. Lunch break in the middle

<b>1:16:33 -- 1:19:19</b>	<b>Games</b>  <b>Building a Story</b>	<b>p.381 New Exercises.</b>	<b>The introduction is partly cut out.</b>
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<b>1:19:20 -- 1:30:39</b>	<b>Games</b>  <b>Building a Story - Variation</b>	<b>Player is given a piece of paper with an the attitude. Players tells their part of story with the given attitude.</b>	<b>Spolin introduces this game.</b>
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<b>1:30:40 -- 1:33:35</b>	<b>Games</b>  <b>Space Substance Introduction (for Hands)</b>	<b>p.391 New Exercises.</b>  <b>"Keep your eye on the ball. " In slow motion/sped up.</b>	<b>No introduction</b>
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<b>1:33:36 -- 1:36:36</b>	<b>Games</b>  <b>Play Ball</b>	<b>p.64 Orientation. "Give the ball its time in space."</b>	<b>No introduction</b>
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<b>1:36:37 -- 1:39:12</b>	<b>Games</b>  <b>Play Ball - Variation</b>	<b>In two groups- one main thrower. Players try to detect when person is actually throwing the ball or faking a throw.</b>
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<b>1:39:13 -- 1:41:49</b>	<b>Games</b>  <b>Playground</b>	<b>p.390 New Exercises.</b>  <b>"A quick game of volleyball"</b>	<b>Cuts out at the end</b>
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Time	Category	Sequence	Description	Notes
00:00:00 -- 00:05:33	Introduction		Discussion - how to adapt games for Kindergarten.	Dark lighting throughout.
00:05:34 -- 00:15:39	Games Building a Story		p.381 New Exercises. "One word at a time. Physicalize your thought"	
00:15:40 -- 00:20:59	Games Building a Story	Evaluation	"You don't have to finish the thought" "Give it a where, who, and what."	
00:21:00 -- 00:29:29	Games Box Full of Hats		p.380 New Exercises. Flows from Building a Story. Discussion of Going to California near end.	Hadn't planned to do this one. Does not have the hats.
00:29:30 -- 00:41:51	Games Dumb Crambo		p.404 Appendix II-Traditional Games. Bob explains this game.	Camera on occasion focuses on side conversations happening while the game is being
00:41:52 -- 00:44:33	Insight Once Upon a Time		p.281 Workshops for Six-to-Eight-Year-Olds. Spolin shares story about the Young Actors Company production of "Jack and the Beanstalk"	Not played in the workshop, read by Spolin

**42-04 Teachers' Workshop (Technical) (VHS), Summer 1980**

**00:44:34 -- 00:52:13** Games  
Vocal Sound Effects  
p.188 Technical games number 6. Warm up. Passing around a mic, making sounds into it, and identifying the sounds.

**00:52:14 -- 00:53:53** Games  
Vocal Sound Effects  
Evaluation  
"With children, maybe have them all try the same sound."

**0:53:54 -- 1:21:21** Games  
Vocal Sound Effects  
p.188 number 7. Creating a where.  
"Remember silence"  
Spolin introduces this game.

**1:21:22 -- 1:22:45** Insight  
Vocal Sound Effects  
Bob shares an anecdote about children being asked to make an environment and doing a bathroom but doing only the human sounds.

**1:22:46 -- 1:31:50** Games  
Orchestra conductor game  
Bob introduces this game. Passing game with music.

**1:31:51 -- 1:32:52** Games  
Orchestra conductor game  
Evaluation  
The benefits of the game for children

**1:32:53 -- 1:40:24** Games  
Integration of On-Stage and Back-Stage Action A  
Group 1  
p.186 Broadcasting and Technical Effects. Bob introduces this game.

1:40:25 -- 1:41:31	Games Integration of On-Stage and Back-Stage Action A	Group 1 Evaluation	Remember for children: Give them what they give you because they will give you what you give them. Don't stop your kids.	
1:41:32 -- 1:45:15	Games Integration of On-Stage and Back-Stage Action A	Group 1	p.186 Broadcasting and Technical Effects. Game Resumes	
1:45:16 -- 1:48:45	Games Integration of On-Stage and Back-Stage Action A	Group 1 Evaluation	"Relationships flourish in silence."	
1:48:46 -- 2:05:20	Games Integration of On-Stage and Back-Stage Action A	Group 2	p.186 Broadcasting and Technical Effects. Teams reverse	
2:05:21 -- 2:10:20	Games Integration of On-Stage and Back-Stage Action A	Group 2 Evaluation	"The specific sounds were not being set up.  The give-and-take is the hardest thing to learn."	Evaluation flows from the game
2:10:21 -- 2:15:53	Games Integration of On-Stage and Back-Stage Action B		p.186 Broadcasting and Technical Effects.	"Buzzing" sound in the background at the start.
2:15:54 -- 2:17:09	Games Integration of On-Stage and Back-Stage Action B	Evaluation		



**42-04 Teachers' Workshop (Technical) (VHS), Summer 1980**

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<b>2:17:10 -- 2:34:26</b>	<b>Games Dubbing</b>	<b>Group 1</b>	<b>P.211 Rounding-Out Exercises. Dubbers are the voices of the players. "Let the body speak for the voice"</b>	<b>Spolin introduces this game</b>
<b>2:34:26 -- 2:35:39</b>	<b>Games Dubbing</b>	<b>Group 1 Evaluation</b>	<b>The value of a slight evaluation. In the middle of two teams.</b>	
<b>2:35:40 -- 2:56:00</b>	<b>Games Dubbing</b>	<b>Group 2</b>	<b>The other team plays</b>	<b>A close-up of a small child that has never been seen before.</b>
<b>2:56:01 -- 2:56:16</b>	<b>Games Dubbing</b>	<b>Group 2 Evaluation</b>	<b>p.211 Rounding-Out Exercises. "The voice supports the body and the body supports the voice."</b>	
<b>2:15:17 -- 3:01:01</b>	<b>Conclusion Workshop Conclusion</b>		<b>"And that my people is the end of a twenty dollar teacher's workshop."</b>	<b>Ends with a close-up of the small child.</b>

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:00:58	Games Streets and Alleys		p.410 Traditional Exercises.	The tape rewinds for part of this section
00:00:59 -- 00:02:05	Games Gibberish	Explanation		
00:02:06 -- 00:09:52	Games Gibberish/Demonstration		p.114 Gibberish/Demonstration	
00:09:53 -- 00:14:09	Games Gibberish/Demonstration	Evaluation	Ask "Was there variety in the gibberish?" "It takes away the fear of language. A lot of kids have their own language anyway."	
00:14:10 -- 00:19:02	Games Gibberish/English	Introduction	p.384 New Exercises. Spolin introduces this game. Spolin demonstrates the game with three individuals.	
00:19:03 -- 00:22:12	Games Gibberish/English		Played in groups simultaneously	

00:22:13 -- 00:22:47	Games Gibberish/English	Evaluation	Spolin: "There really is not an evaluation in this exercise."
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00:22:48 -- 00:24:05	Games Gibberish/English	p.384 New Exercises.
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00:24:06 -- 00:30:52	Insight Importance of side-coaching	"Side-coaching is not teaching. Side-coaching is not directing. Side-coaching is getting in dialogue with the player."
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00:30:53 -- 01:01:30	Games Gibberish/English	Solo playing	p.384 New Exercises. Solo player alternates between Gibberish and English. "It is the sound of language without the shape of language."	Spolin side-coaches all of the players individually
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01:01:31 -- 01:02:43	Insight Grandchildren	Writing games. "My grandchildren and I often will write to each other."
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01:02:44 -- 01:07:16	Games Gibberish/English	Solo playing	Game Resumes
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01:07:17 -- 01:12:14	Games Gibberish/English	Evaluation	"A word loses its energy when you're not in it"	Abrupt ending, a voice is cut off
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Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:07	Games Tag			
00:01:08 -- 00:02:30	Games Explosion Tag	Introduction	p.383 New Exercises. "Try not to be the example. Just explode any way you want"	Slight buzzing sound.
00:02:31 -- 00:04:26	Games Explosion Tag			
00:04:27 -- 00:05:32	Games Slow Motion/Freeze Tag	Introduction	p.213 Rounding-out Exercises. In slow motin. "The one who is tagged stays in."	Spolin introduces this game. The buzzing sound persists
00:05:33 -- 00:07:21	Game Slow Motion/Freeze Tag			
00:07:22 -- 00:12:32	Games Position Tag		"The object is to get everybody frozen."	Spolin introduces this game. Camera goes dark for a momnt.

**42-06 Viola: 2 Day Workshop #1, Monday (VHS), 1980**

<b>00:12:33 -- 00:17:00</b>	<b>Games</b> <b>Drawing Objects Game</b>	<b>Introduction</b>	<b>p.77 Orientation. "The purpose of this is communication."</b>	<b>Camera goes dark at moments. Video is grainy.</b>
<b>00:17:01 -- 00:25:53</b>	<b>Games</b> <b>Drawing Objects Game</b>			
<b>00:25:54 -- 00:32:34</b>	<b>Games</b> <b>Drawing Objects Game</b>	<b>Evaluation</b>	<b>The essence of play is to be playing. "Try not to label children ever. Take the responsibility of lack of growth upon yourself."</b>	
<b>00:32:35 -- 00:46:02</b>	<b>Group Discussion</b>		<b>A handful of the teachers ask questions. Spolin responds</b>	<b>Audio garbled</b>
<b>00:46:03 -- 00:49:50</b>	<b>Games</b> <b>Three-Way Conversation</b>	<b>Introduction</b>	<b>p.394 New Exercises. "We are going to carry on two conversations simultaneously, not two separate ones, two simultaneous."</b>	
<b>00:49:51 -- 00:50:52</b>	<b>Games</b> <b>Three-Way Conversation</b>			
<b>00:50:53 -- 00:51:57</b>	<b>Games</b> <b>Three-Way Conversation</b>	<b>Evaluation</b>		

00:51:57 -- 00:54:05	Games Three-Way Conversation	Group Play	
0:54:06 -- 01:17:49	Games Three-Way Conversation	Group play in Circle	Spolin evaluates each group. "The center player is responsible for keeping the conversation going." "Don't confuse information with
01:17:50 -- 01:19:10	Games Who Am I?	Introduction	"Everyone knows who they are, so talk to them like they know who they are, and they will begin to discover who they are." Bob Martin introduces the game. Spolin adds to the instruction
01:19:11 -- 01:24:10	Games Who Am I? - Variation		p.397 New Exercises.
01:24:11 -- 01:29:30	Games Who Am I? - Variation	Evaluation	"We're always speaking in information"
01:29:31 -- 01:35:32	Games The Where Game	Introduction	p.98 Where. Spolin introduces this game and then gives an eample.
01:35:33 -- 01:42:05	Games The Where Game	Group 1	p.98 Where. "You may or may not relate to the person. Relate to the where. Where are they?"

**42-06 Viola: 2 Day Workshop #1, Monday (VHS), 1980**

<b>01:42:06 -- 01:43:50</b>	<b>Games</b>	<b>Group 1</b>	<b>"Was there a moment</b>
	<b>The Where Game</b>	<b>Evaluation</b>	<b>when you saw the whole</b>
			<b>where?"</b>

<b>01:43:51 -- 01:58:20</b>	<b>Games</b>	<b>Group 2</b>	<b>p.98 Where.</b>
	<b>The Where Game</b>		

<b>01:58:21 -- 02:02:55</b>	<b>Games</b>	<b>Group 2</b>	<b>"That's why I hate the</b>
	<b>The Where Game</b>	<b>Evaluation</b>	<b>word creative. It's just</b>
			<b>rearranging old data for</b>
			<b>the most part, I think."</b>

<b>02:02:56 -- 02:05:24</b>	<b>Games</b>	<b>Introduction</b>	<b>p.90 Emerging Where.</b>
	<b>Emerging Where</b>		<b>Spolin introduces this</b>
			<b>game.</b>

<b>02:05:25 -- 02:11:32</b>	<b>Games</b>		<b>p.90 Emerging Where.</b>
	<b>Emerging Where</b>		<b>Spolin side-coaches</b>

<b>02:11:33 -- 02:14:26</b>	<b>Games</b>	<b>Evaluation</b>	<b>"Once the invisible is</b>
	<b>Emerging Where</b>		<b>made visible, you are in</b>
			<b>the probability of</b>
			<b>another dimension."</b>

<b>02:14:27 -- 02:19:28</b>	<b>Games</b>	<b>Demonstration</b>	<b>p. 122 Talking in pairs.</b>	<b>Video gets a bit</b>
	<b>Preoccupation A number</b>		<b>One person is reading</b>	<b>quieter</b>
	<b>2</b>		<b>and another is talking .</b>	

02:19:29 -- 02:21:42	Games Preoccupation A number 2		Various couples play the game simultaneously
02:21:43 -- 02:22:36	Games Preoccupation A - Variation	Introduction	One person is writing and continues to carry on the conversation
02:22:37 -- 02:25:09	Games Preoccupation A - Variation 1	Group play	
02:25:10 -- 2:27:11	Games Preoccupation A - Variation 2	Group play	Conversation with the writer but don't try to distract. Writer carries on conversation and writes.
2:27:12 -- 2:40:38	Games Sing/Talk		This game is played individually. All play the game and Spolin comments on each individual.
2:40:39 -- 2:48:16	Games Where game with 3 pages		Players write on three pages. Spolin calls a page number "1, 2, or 3." The players then draw the where. Afterward, everyone reviews.
2:48:17 -- 2:51:42	Games Who Game		p.106. Bob Martin introduces this game. Video ends after one group plays.



Time	Category	Sequence	Description	Notes
00:00:00 -- 00:00:24	Title Video Titles		Video title: "Spolin The Original Source"	
00:00:25 -- 00:07:44	Games Stage Picture	Introduction	p.393 New Exercises. "Even the littlest kid begins to understand relationships in terms of space, fellow players,	Camera sometimes goes gray, very few jump cuts
00:07:45 -- 00:09:54	Games Stage Picture	Group A	p.393. New Exercises "If you have to be back it's okay, it's even more interesting. Any part of you is you."	Camera man asks the players to play to the camera, so then they change their angle.
00:09:55 -- 00:10:32	Games Stage Picture - Variation I	Group A	p.393 New Exercises. Continuous Moving Stage Picture	
00:10:33 -- 00:15:18	Games Stage Picture - Variation II	Group A	p.393 New Exercises. Following one player. "Each individual player is supported by everyone else. You are not alone."	
00:15:19 -- 00:16:29	Games Stage Picture	Group B	p.393 New Exercises.	

**42-07 Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

<b>00:16:30 -- 00:17:02</b>	<b>Games</b>	<b>Group B</b>	<b>p.393 New Exercises.</b>
	<b>Stage Picture - Variation I</b>		<b>Continuous Moving Stage Picture</b>

<b>00:17:03 -- 00:20:03</b>	<b>Games</b>	<b>Group B</b>	<b>p.393. New Exercises.</b>
	<b>Stage Picture - Variation II</b>		<b>Following one player</b>

<b>0:20:04 -- 00:33:03</b>	<b>Games</b>	<b>Introduction</b>	<b>p.189 Developing Material for Situations. Story of the "Blue Plate Special"</b>
	<b>Word Game A</b>		

<b>00:33:04 -- 00:36:25</b>	<b>Games</b>	<b>Preparation</b>	<b>Camera goes gray for 30 seconds.</b>
	<b>Word Game A</b>		

<b>00:36:26 -- 01:00:52</b>	<b>Games</b>	<b>Group A</b>	<b>p.189 Developing Material for Situations.</b>
	<b>Word Game A</b>		<b>One group performs the syllables in different costumes</b>

<b>01:00:53 -- 01:04:50</b>	<b>Games</b>	<b>Group A</b>	
	<b>Word Game A</b>	<b>Evaluation</b>	

<b>01:04:51 -- 01:33:23</b>	<b>Games</b>	<b>Group B</b>	<b>p.189 Developing Material for Situations.</b>
	<b>Word Game A</b>		<b>The other group performs their syllables in costumes.</b>

01:33:24 -- 01:36:55	Games	Group B	Only a few notes
	Word Game A	Evaluation	
01:36:56 -- 01:40:13	Conclusion		A list of all the workshop exercises is distributed.
	Workshop Conclusion		Singing of Auld Lang Syne.

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:05	Misc People Singing		Spolin is not on camera	Camera goes gray often
00:01:06 -- 00:07:32	Games Numbers Change		p.407 Traditional Game. Played in chairs	A man introduces this game, camera goes gray
00:07:33 -- 00:09:39	Games Red Light/Green Light		p.408 Traditional Games.	Camera goes gray and black
00:09:40 -- 00:20:23	Games What's Beyond?/Past or Future Event	Group A	p.121 Where. Spolin side-coaches	
00:20:24 -- 00:22:35	Games What's Beyond?/Past or Future Event	Group A Evaluation	Spolin: "What was the what's beyond, audience?"	
00:22:36 -- 00:27:51	Games What's Beyond?/Past or Future Event	Group B	p.121 Where. Spolin side-coaches. Players have to switch to singing.	Spolin speaks to the cameraman - it would be easy to just cut out the evaluation.

**42-08 Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982**

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<b>00:27:52 -- 00:49:27</b>	<b>Games</b>  <b>Exits and Entrances</b>	<b>Group A</b>	<b>p.156 Non-directional Blocking.</b>	<b>Camera cuts.</b>  <b>Spolin chats in the background</b>
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<b>00:49:28 -- 00:55:44</b>	<b>Games</b>  <b>Exits and Entrances</b>	<b>Group A</b>  <b>Evaluation</b>
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<b>00:55:45 -- 00:59:28</b>	<b>Games</b>  <b>Exits and Entrances</b>	<b>Group A</b>	<b>p.156 Non-directional Blocking. Focus towards the audience</b>
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<b>00:59:29 -- 01:00:28</b>	<b>Games</b>  <b>Exits and Entrances</b>	<b>Group A</b>  <b>Evaluation</b>	<b>Spolin: "The best way for you to learn is to experience something."</b>
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<b>01:00:29 -- 01:04:22</b>	<b>Games</b>  <b>Exits and Entrances</b>	<b>Group B</b>	<b>p.156 Non-directional Blocking. Focus towards the audience.</b>
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<b>01:04:23 -- 01:08:47</b>	<b>Games</b>  <b>Exits and Entrances</b>	<b>Group B</b>  <b>Evaluation</b>	<b>Homework: to make a conscious entrance and exit when you go into a room.</b>	<b>Camera goes black at the end of this section. Sounds of adjusting camera.</b>
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<b>01:08:48 -- 01:09:24</b>	<b>Technical Difficulties</b>
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01:09:25 -- 01:14:04	Games  Exits and Entrances - Variation: Emphasis on Sounds	Group A	Spolin side-coaches
01:14:05 -- 01:14:42	Games  Exits and Entrances - Variation: Emphasis on Sounds	Group A Evaluation	
01:14:43 -- 01:20:40	Games  Exits and Entrances - Variation: Emphasis on Sounds	Group B	No introduction to this variation. Spolin side- coaches
01:20:41 -- 01:23:57	Games  Exits and Entrances - Variation: Emphasis on Sounds	Group B Evaluation	
01:23:58 -- 01:27:32	Games  Exits and Entrances - Variation: Emphasis on Sounds	Group C	
01:27:33 --- 01:28:34	Group Discussion		Spolin talks about camera position, etc.
01:28:35 -- 01:32:52	Games  Exits and Entrances		p.156

**01:32:53 -- 01:34:26 Games One player only**

Exits and Entrances -  
Variation Solo Scenarios

**01:34:27 -- 01:35:03 Group Discussion Discussion about set up.**

**01:35:04 -- 01:37:24 Games Player 2**  
Exits and Entrances -  
Variation Solo Scenarios  
Only a fragment -  
cuts before player  
finishes

**01:37:25 -- 01:38:06 Games Player 3**  
Exits and Entrances -  
Variation Solo Scenarios  
Only a fragment -  
cuts before player  
finishes

**01:38:07 -- 01:40:30 Games Player 4**  
Exits and Entrances -  
Variation Solo Scenarios  
Only a fragment -  
cuts before player  
finishes

**01:40:31 -- 01:40:53 Games Player 5**  
Exits and Entrances -  
Variation Solo Scenarios  
Only a fragment -  
cuts before player  
finishes

**01:40:54 -- 01:41:24 Games Player 6**  
Exits and Entrances -  
Variation Solo Scenarios  
Only a fragment -  
cuts before player  
finishes

<b>01:41:25 -- 01:42:28</b>	<b>Games</b>	<b>Spolin plays the game.</b>
	<b>Exits and Entrances - Variation Solo Scenarios</b>	



Time	Category	Sequence	Description	Notes
00:00:00 -- 00:02:55	Games How Old am I?	Group A	p.69 Orientation. No introduction	
00:02:56 -- 00:05:41	Games How Old am I?	Group A Evaluation		
00:05:42 -- 00:09:57	Games How Old am I?	Group B		
00:09:58 -- 00:11:25	Games How Old am I?	Group B Evaluation		
00:11:26 -- 00:12:39	Games What do I do for a Living?	Group A	p.74 Orientation.	
00:12:40 -- 00:14:00	Games What do I do for a Living?	Group A Evaluation		

00:14:01 -- 00:15:44 Games Group B

What do I do for a Living?

00:15:45 -- 00:17:52 Games Group B  
What do I do for a Living? Evaluation

00:17:53 -- 00:19:09 Games With sound and motion.  
Shake up the Space

00:19:10 -- 00:26:12 Games Round 1 p.379 New Exercises.  
Who Am I?

00:26:13 -- 00:33:01 Games Round 2  
Who Am I?

00:33:02 -- 00:33:55 Games Round 2  
Who Am I? Evaluation

00:33:56 -- 00:35:53 Games p.106 Where.  
Who Game:Adding Introduction  
Where and What

00:35:54 -- 00:41:23	Games  Who Game:Adding Where and What	Couple A	
00:41:24 -- 00:41:45	Games  Who Game:Adding Where and What	Couple A Evaluation	
00:41:46 -- 00:46:50	Games  Who Game:Adding Where and What	Couple B	
00:46:51 -- 00:47:31	Games  Who Game:Adding Where and What	Couple C	Final moments of scene
00:47:32 -- 00:54:02	Games  Who Game:Adding Where and What	Couple D	Not a complete scene
00:54:03 -- 00:57:54	Games  Who Game:Adding Where and What	Couple E	Sound of camera being adjusted
00:57:55 -- 01:00:29	Games  Who Game:Adding Where and What	Couple F	

01:00:30 -- 01:04:39 Games Couple G

Who Game:Adding  
Where and What

01:04:40 -- 01:08:37 Games Couple H Sound of camera  
being adjusted  
Who Game:Adding  
Where and What

01:08:38 -- 01:10:19 Games Couple H  
Evaluation  
Who Game:Adding  
Where and What

01:10:20 -- 01:11:13 Games Couple I Not a complete  
scene  
Who Game:Adding  
Where and What

01:11:14 -- 01:11:38 Games Couple I  
Evaluation  
Who Game:Adding  
Where and What

01:11:39 -- 01:15:21 Games Player 1 p.76 Orientation. Problem with tape  
in beginning  
Involvement with Large  
Objects

01:15:22 -- 01:17:12 Games Player 1  
Evaluation  
Involvement with Large  
Objects

**01:17:13 -- 01:21:27 Games Player 2**Involvement with Large  
Objects**01:21:28 -- 01:26:00 Games Player 3**Involvement with Large  
Objects**01:26:01 -- 01:29:43 Games Player 4**Involvement with Large  
Objects**01:29:44 -- 01:33:14 Games Player 5**Involvement with Large  
Objects**01:33:15 -- 01:34:56 Games Player 6**Involvement with Large  
Objects**01:34:57 -- 01:37:32 Group Discussion****01:37:33 -- 01:41:39 Games Player 7**Involvement with Large  
Objects**Player does not  
want to do it**

01:41:40 -- 01:46:23 Games  
Slow/Fast/Normal  
p.213 Rounding-Out Exercises. "Are you beginning to understand the difference between slow motion and moving slow?"

01:46:24 -- 01:51:15 Games  
Give and Take in Slow Motion, Fast, with Sound

01:51:16 -- 01:54:16 Games Group A  
Give and Take in Slow Motion with 3 players

01:54:17 -- 01:55:02 Games Group A  
Give and Take in Slow Motion with 3 players Evaluation

01:55:03 -- 01:57:30 Games Group B  
Give and Take in Slow Motion with 3 players

01:57:31 -- 01:58:25 Games Group B  
Give and Take in Slow Motion with 3 players Evaluation

01:58:26 -- 02:03:24 Games  
Conducting Sounds  
One player conducts others players who vocalize.

02:03:25 -- 02:07:39	Games	Introduction	p.149 Non-Directional Blocking. With 3 couples
	Give and Take/Two Scenes		

02:07:40 -- 02:17:44	Games		With 3 couples
	Give and Take/Two Scenes with Gibberish		

02:17:45 -- 02:24:49	Games	Round 1	With 3 couples
	Give and Take/Two Scenes		

02:24:50 -- 02:27:03	Games	Round 1	
	Give and Take/Two Scenes	Evaluation	

02:27:04 -- 02:31:28	Games	Round 2	
	Give and Take/Two Scenes		

02:31:29 -- 02:38:01	Games		3 players agree on a where
	Give and Take - Variation		

02:38:02 -- 02:41:00	Games	Evaluation	
	Give and Take - Variation		

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:48	Games		p.386	may be a slight variation
	Give and Take Warm-up			
00:01:49 -- 00:02:57	Games		p.386	
	Take with Sound			
00:02:58 -- 00:05:48	Games		p.386	
	Take a Sound and add a Sound			
00:05:49 -- 00:09:45	Games		p.386. Above or below the other tone	
	Add a Sound (No rhythm)			
00:09:46 -- 00:11:45	Games		p.386. Sound dictates movement	
	Sound and Movement			
00:11:46 -- 00:20:08	Games		p.386. "Put your movements together like you did your sounds"	
	Sound, Give and Take with movement			



00:20:09 -- 00:36:59	Games		p.149. "Show relationship in your whole body"
	Give and Take / Two Scenes		

00:37:00 -- 00:41:39	Games		p149. Players sing.
	Give and Take / Two Scenes - Variation		

00:41:40 -- 00:43:39	Games		p.149 "You'll begin to notice, in life, when you are taking. This brings you psychic health."
	Give and Take	Evaluation	

00:43:40 -- 00:46:11	Games		p.149
	Give and Take / Two Scenes - Gibberish		

00:46:12 -- 00:48:40	Games		Ideas
	Give and Take / Two Scenes - Variation		

00:48:41 -- 00:49:08	Games		p.149. Short evaluation and wrap up
	Give and Take	Evaluation	

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:17:40	Games Building a Story - Attitude Cards		p.381 New Exercises.	No Sound
00:17:41 -- 00:28:54	Games Building a Story		p.381 New Exercises.	Sound
00:28:55 -- 00:36:59	Games Story-building		p.167 Refining Awareness. Story continues with a new person when the next person is tapped. English and Spanish.	
00:37:00 -- 00:43:15	Games Building a Story - Give and Take		p.381 New Exercises. English and Spanish.	
00:43:16 -- 00:51:11	Games Building a Story - Physicalize		p.381 New Exercises.	
00:51:12 -- 01:02:20	Games Shadowing - Variation		p.164 Refining Awareness. On-stage players provide lines and movement.	

**42-11 Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982**

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<b>01:02:21 -- 01:09:59</b>	<b>Games</b>	<b>No introduction.</b>
	<b>Unknown</b>	<b>Improvisation involving multiple games.</b>

<b>01:10:00 -- 01:27:37</b>	<b>Games</b>	<b>No introduction. Moving slowly and together.</b>
	<b>Unknown</b>	<b>Singing. Evaluation begins but then camera cuts out.</b>

<b>01:27:38 -- 01:54:48</b>	<b>Games</b>	<b>Activities - Brushing hair and eating (solos)</b>
	<b>Unknown</b>	<b>/Reversing activity</b>

<b>01:54:49 -- 02:13:53</b>	<b>Games</b>	<b>p.164. Refining Awareness. Voice inside of your head / floor plan</b>
	<b>Shadowing - Variation</b>	

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:34	Games	Player A	p.177	
	No Motion #2			

00:01:35 -- 00:04:19	Games	Player A		
	No Motion #2	Evaluation		

00:04:20 -- 00:09:49	Games	Player B		
	No Motion #2			

00:09:50 -- 00:10:56	Games	Player B		
	No Motion #2	Evaluation		

00:10:57 -- 00:15:01	Games	Player C		
	No Motion #2			

00:15:02 -- 00:17:29	Games	Player C		
	No Motion #2	Evaluation		

00:17:30 -- 00:20:12 Games Player D  
No Motion #2

00:20:13 -- 00:22:25 Games Player D  
No Motion #2 Evaluation

00:22:26 -- 00:26:35 Games Player E  
No Motion #2

00:26:36 -- 00:30:17 Games Player E  
No Motion #2 Evaluation

00:30:18 -- 00:34:25 Games Player F  
No Motion #2

00:34:26 -- 00:36:22 Games Player F  
No Motion #2 Evaluation

00:36:23 -- 00:41:04 Games Player G  
No Motion #2

00:41:05 -- 00:43:33	Games	Player G
	No Motion #2	Evaluation

00:43:34 -- 00:45:51	Games	Player H
	No Motion #2	

00:45:52 -- 00:47:19	Games	Player H
	No Motion #2	Evaluation

00:47:20 -- 00:57:48	Games	Couple A	Exercise with language
	No Motion #3		

00:57:49 -- 00:59:55	Games	Couple A
	No Motion #3	Evaluation

00:59:56 -- 01:09:40	Games	Couple B	Stop and start to work on who, what and where
	No Motion #3		

01:09:41 -- 01:20:11	Games	Player I
	No Motion #2	

01:20:12 -- 01:27:50 Games Player J  
No Motion #2

01:27:51 -- 01:33:24 Games Player J  
No Motion #2 Evaluation

01:33:25 -- 01:38:00 Games Player K  
No Motion #2

01:38:01 -- 01:41:49 Games Player K  
No Motion #2 Evaluation

01:41:50 -- 01:48:57 Games Player L  
No Motion #2

01:48:58 -- 01:53:45 Games Player L  
No Motion #2 Evaluation

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:07:57	Games Shadowing	Group A	p.164	
00:07:58 -- 00:11:46	Games Shadowing	Group B		
00:11:47 -- 00:14:55	Games Shadowing	Group C		
00:14:56 -- 00:20:27	Games Shadowing	Group C Evaluation		
00:20:28 -- 00:24:43	Games Shadowing	Group D		
00:24:44 -- 00:25:52	Games Shadowing	Group D Evaluation		



00:25:53 -- 00:30:10 Games Couple A p.165  
Shadowing the Self

00:30:11 -- 00:32:11 Games Couple A  
Shadowing the Self Evaluation

00:32:12 -- 00:37:32 Games Couple B  
Shadowing the Self

00:37:33 -- 00:43:21 Games Couple B Integration vs.  
Shadowing the Self Evaluation Motivation. There is a  
difference

00:43:22 -- 00:50:02 Games Couple A p.122  
Preoccupation A

00:50:03 -- 00:57:06 Games Couple A  
Preoccupation A Evaluation

00:57:07 -- 01:02:15 Games Couple B  
Preoccupation A

01:02:16 -- 01:03:08	Games Preoccupation A	Couple B Evaluation	
01:03:09 -- 01:10:53	Games Preoccupation A - Variation	Couple A	Reading a book until something catches attention
01:10:54 -- 01:11:30	Games Preoccupation A - Variation	Couple A Evaluation	
01:11:31 -- 01:16:21	Games Preoccupation A - Variation	Couple B	
01:16:22 -- 01:18:18	Games Preoccupation A - Variation	Couple B Evaluation	
01:18:19 -- 01:22:41	Games Preoccupation A - Variation	Couple C	
01:22:42 -- 01:24:04	Games Preoccupation A - Variation	Couple C Evaluation	

**01:24:05 -- 01:32:24 Games Couple A**

**Contrapuntal Argument -  
Variation**

**variation -- game is  
physical instead of  
verbal**

**01:32:25 -- 01:34:00 Games Couple A**

**Contrapuntal Argument -  
Variation Evaluation**

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:00:16	Games Unknown	Evaluation		
00:00:17 -- 00:09:14	Games Slow/Fast/Normal	Couple A	p.213	
00:09:15 -- 00:12:26	Games Slow/Fast/Normal	Couple A Evaluation		
00:12:27 -- 00:37:56	Games Slow/Fast/Normal	Couple B		
00:37:57 -- 00:39:45	Games Slow/Fast/Normal	Couple B Evaluation		
00:39:46 -- 00:40:07	Games Slow/Fast/Normal	Couple C		

00:40:08 -- 00:43:33 Games p.394 Players choose a center  
Three-Way Conversation - Variation 1

00:43:34 -- 00:45:11 Games Evaluation  
Three-Way Conversation - Variation 1

00:45:12 -- 00:48:25 Games p.394. Center keeps shifting in relation to the physical position  
Three-Way Conversation - Variation 2

00:48:26 -- 00:56:46 Games Group 1 Give and take w/3 players Break up in the tape  
Give and Take/Two Scenes - Variation

00:56:47 -- 00:59:10 Games Group 1 "To be conscious all the time does not stop the flow"  
Give and Take/Two Scenes - Variation Evaluation.

00:59:11 -- 01:12:59 Games Group 2  
Give and Take/Two Scenes - Variation

01:13:00 -- 01:19:37 Games Group 2 "The stage has an economy. We do a whole lifetime in an hour"  
Give and Take/Two Scenes - Variation Evaluation

01:19:38 -- 01:29:48	Games Give and Take/Two Scenes - Variation	Group 3	Group 3 has 4 players.
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01:29:49 -- 01:30:12	Games Give and Take/Two Scenes - Variation	Group 3 Evaluation
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01:30:13 -- 01:37:30	Games Give and Take/Two Scenes - Variation	Group 4
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01:37:31 -- 01:40:24	Games Give and Take/Two Scenes - Variation	Group 4 Evaluation
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01:40:25 -- 01:43:53	Games Help/Hinder	Introduction Includes a demonstration.
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01:43:54 -- 01:49:00	Games Help/Hinder	Couple A
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01:49:01 -- 01:54:09	Games Help/Hinder	Couple B
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<b>01:54:10 -- 01:54:52</b>	<b>Games</b>	<b>Couple B</b>
	<b>Help/Hinder</b>	<b>Evaluation</b>

<b>01:54:53 -- 01:57:29</b>	<b>Games</b>	<b>Couple C</b>
	<b>Help/Hinder</b>	

<b>01:57:30 -- 01:58:12</b>	<b>Games</b>	<b>Couple C</b>
	<b>Help/Hinder</b>	<b>Evaluation</b>

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:05:29	Games Help/Hinder	Couple A		
00:05:30 -- 00:11:30	Games Help/Hinder	Couple A Evaluation	"Until we learn to stay out of things we'll always be our worst obstacle."	
00:11:31 -- 00:13:30	Games Detachment	Introduction		
00:13:31 -- 00:25:06	Games Detachment	Couple A		
00:25:07 -- 00:33:09	Games Detachment	Couple B		
00:33:10 -- 00:36:30	Games Detachment	Couple B Evaluation		



00:36:31 -- 00:44:58 Games Couple C  
Detachment

00:44:59 -- 00:49:56 Games Couple C  
Detachment Evaluation "Was there any time that  
you were like an  
audience waiting to see  
what will happen next?"

00:49:57 -- 00:59:00 Games Couple D  
Detachment

00:59:01 -- 01:03:36 Games Couple D  
Detachment Evaluation

01:03:37 -- 01:29:20 Games  
Building a Story "You do not make the  
story. The story makes  
itself."

01:29:21 -- 01:34:10 Games  
Building a Story Evaluation

01:34:11 -- 01:37:58 Games Couple A  
Integration of On-Stage  
and Back-Stage Action A

01:37:59 -- 01:40:48 Games Couple B

Integration of On-Stage  
and Back-Stage Action A

01:40:49 -- 01:47:57 Games Couple C

Integration of On-Stage  
and Back-Stage Action A

01:47:58 -- 01:49:35 Games Couple D

Integration of On-Stage  
and Back-Stage Action A

01:49:36 -- 02:00:00 Unrelated

OLD MOVIE - ELVIRA

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:02:48	Games Shadowing	Group Discussion	Group discusses how to play shadowing	
00:02:49 -- 00:09:20	Games Shadowing		p.164 Refining Awareness.	
00:09:21 -- 00:13:48	Games Shadowing - Variation			

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:11:31	Games Dubbing	Couple A	p.211 Rounding out Exercises.	
00:11:32 -- 00:19:20	Games Dubbing	Couple B	p.211 Rounding out Exercises.	
00:19:21 -- 00:26:13	Games Dubbing	Couple C	p.211 Rounding out Exercises.	
00:26:14 -- 00:31:37	Games Dubbing	Couple D	p.211 Rounding out Exercises.	
00:31:38 -- 00:43:43	Games Dubbing	Couple E	p.211 Rounding out Exercises.	
00:43:44 -- 00:50:26	Games Dubbing	Couple F	p.211 Rounding out Exercises.	Ends Abruptly

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:00:44	Games Mirror		Fragment	Sound of camera being adjusted
00:00:44 -- 00:07:04	Games Mirror Penetration	Couple A	p.75 Orientation. "Make your face like her" Spolin side-coaches	Some sounds of adjusting of camera
00:07:05 -- 00:10:54	Games Mirror Penetration	Couple B		
00:10:55 -- 00:18:29	Games Mirror Penetration	Couple C		
00:18:30 -- 00:20:42	Games Mirror Penetration	Evaluation	"Your own expression is your life at that moment."	
00:20:43 -- 00:23:41	Games Exits and Entrances		Individual play. Discussion yesterday's work. Fragments of exercise. Evaluation.	Introduction partly cut. Camera cuts out.

00:23:42 -- 00:26:48	Games Space Walk I (Exploration)		p.80 Orientation. Spolin side-coaches	Camera noises
00:26:49 -- 00:29:32	Games Transformation of Objects		p.82 Orientation. Spolin side-coaches	
00:29:33 -- 00:31:49	Games Transformation of Objects	Evaluation		Cut - ends abruptly.
00:31:50 -- 00:41:44	Games Mirror/Sub-Teams Follow the Follower		p.67 Orientation.	Discussion of how to keep everyone in camera frame.
00:41:45 -- 00:44:47	Games Mirror/Sub-Teams Follow the Follower	Evaluation	"Okay what happened and what didn't happen?" "Only movement will transform."	
00:44:48 -- 00:55:01	Games Transformation of Relationship	Couple A	p.250 Character.	
00:55:02 -- 01:02:03	Games Transformation of Relationship	Couple B		

01:02:04 -- 01:06:54	Games Transformation of Relationship	Couple C		
01:06:55 -- 01:07:26	Games Transformation of Relationship	Evaluation	"The emphasis is on who are you, relationship, roles. The moment it is set and we see it, you must let it disappear."	
01:07:27 -- 01:13:58	Games Transformation of Relationship		p.250 Character.	In the middle of this section, a clip from another video shows up
01:13:59 -- 01:30:49	Games Real Objects		Touching the object and letting the object touch you. Spolin side-coaches	
01:30:50 -- 01:31:39	Games Real Objects	Evaluation	"All these exercises are to get you there [to one whole thing]."	Ends abruptly

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:09:35	Games Contact	Group A	p.171 Refining Awareness.	Pinkish quality
00:09:27 -- 00:16:00	Games Lone Wolf	Group A	p.152 Non-Directional Blocking.	
00:16:01 -- 00:17:46	Games Lone Wolf	Group A Evaluation	"Why wasn't it working?"	Camera shifts to the side
00:17:47 -- 00:21:36	Games Contact	Group B		
00:21:37 -- 00:29:09	Games Silent Tension #2	Group A	p.175 Refining Awareness.	
00:29:10 -- 00:31:19	General Discussion		Set up of next group.	



**43-07 Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982**

**00:31:20 -- 00:38:26 Games Group B**  
**Silent Tension #2**

**00:38:27 -- 00:43:44 Games Group C**  
**Silent Tension #2**

**00:43:45 -- 00:57:00 Games Evaluation**  
**Silent Tension #2** "When two people can see each other without emotion ... then you have a feeling of what is human. That is the moment of love"

**00:57:01 -- 01:13:04 Games Group A**  
**Silent Tension #1** p.175 Refining Awareness.

**01:13:05 -- 01:14:00 Games Group A**  
**Silent Tension #1** Evaluation

**01:14:01 -- 01:25:44 Games Group B**  
**Silent Tension #1**

**01:25:45 -- 01:29:46 Games Group B**  
**Silent Tension #1** Evaluation "It's not silent vocalization. It's silent feelings."

01:29:47 -- 01:32:30	Games	Group C	Incomplete scene
	Silent Tension #1		

01:32:31 -- 01:40:07	Games	Group D
	Silent Tension #1	

01:40:08 -- 02:02:54	Games	p.381 New Exercises.	abrupt ending
	Building a Story		

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:04:41	Games Space Walk III (Touch & Be Touched/See & Be Seen)		p.83 Orientation. Alternating between visibility and invisibility.	
00:04:42 -- 00:09:55	Games Looking at people without labels			
00:09:56 -- 00:17:50	Games Space Walk III (Touch & Be Touched/See & Be Seen)		p.83 Orientation. "Your next step is an unknown step"	
00:17:51 -- 00:18:54	Games Space Walk - Variation		Call out your name	
00:18:55 -- 00:20:06	Games Stage Picture - Variations I and II	Introduction	p.393 New Exercises.	
00:20:07 -- 00:34:59	Games Stage Picture - Variations I and II		p.393. One group plays through all of the variations and then the other. Then, all play.	

00:33:58 -- 00:35:44 Break People milling around  
Break

00:35:45 -- 00:37:21 Games  
Vocal Sound Effects Setup

00:37:22 -- 00:50:01 Games p.187 Broadcasting and  
Vocal Sound Effects - Technical Effects.  
Number 6

00:50:02 -- 01:03:00 Games p.187 Broadcasting and  
Vocal Sound Effects - Communicating a Where 00:58:05 - a focus  
Number 7 from offstage on two chairs in a  
soft light

01:03:01 -- 01:13:12 Games Group 1  
Integration of On-Stage Introduction +  
and Back-Stage Action first group plays  
p.186 Broadcasting and  
Technical Effects.

01:13:13 -- 01:15:48 Games Group 1  
Integration of On-Stage Evaluation  
and Back-Stage Action  
"What was the sound  
effects problem? It  
wasn't specifically  
located."

01:15:49 -- 01:17:18 Insight Memory from days with  
The Game Theater The Game Theater.

01:17:19 -- 01:20:44	Games  Integration of On-Stage and Back-Stage Action	Group 2	p.186 Broadcasting and Technical Effects.
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01:20:45 -- 01:22:10	Games  Integration of On-Stage and Back-Stage Action	Group 2  Evaluation	
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01:22:11 -- 01:27:05	Games  Integration of On-Stage and Back-Stage Action	Group 3	p.186 Broadcasting and Technical Effects.
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01:27:06 -- 01:28:27	Games  Integration of On-Stage and Back-Stage Action	Group 3  Evaluation	
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01:28:28 -- 01:30:25	Games  Integration of On-Stage and Back-Stage Action	Group 4	
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01:30:26 -- 01:35:45	Games  Integration of On-Stage and Back-Stage Action	Group 5	
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01:35:46 -- 01:38:51	Games  Integration of On-Stage and Back-Stage Action	Group 5  Evaluation	"There's no need to feel urgency"
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**43-08**      **Sills & Co. workshop (VHS), Jan. 22, 1985**

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**01:38:52 -- 01:42:53**    **Games**                      **Group 6**

**Integration of On-Stage  
and Back-Stage Action**

**01:42:54 -- 01:43:30**    **Games**                      **Group 6**  
**Integration of On-Stage**      **Evaluation**  
**and Back-Stage Action**

**01:43:31 -- 01:48:49**    **Games**                      **Group 7**

**Integration of On-Stage  
and Back-Stage Action**

**01:48:50 -- 01:50:43**    **Conclusion**  
**Conclusion of  
session.**

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:13:08	Games Drawing Game		Drawing a place.	
00:13:09 -- 00:17:08	Games Stage Picture - Variation	Introduction	p.393 New Exercises.	
00:17:09 -- 00:25:26	Games Stage Picture - Variaton	Group 1	Players go from stage picture into action	
00:25:27 -- 00:36:10	Games Stage Picture - Variaton	Group 2		
00:36:11 -- 00:38:48	Games Stage Picture - Variaton	Evaluation	Suggestion to go from Stage Picture to Transformation of Relationships.	
00:38:49 -- 00:54:29	Games Stage Picture -Variation		Going from Stage Picture to Transformation of Relationship. Paul Sills side-coaches. Discussion - how to play variation.	

**43-09 Sills & Co. workshop (VHS), Feb. 6, 1985**

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<b>00:54:30 -- 01:00:50</b>	<b>Games</b>	<b>Introduction</b>	<b>p.208 Rounding-Out Exercises. Discussion - how to ask audience for stage whisper suggestions. Practice of stage whisper.</b>
	<b>Stage Whisper</b>		

<b>01:00:51 -- 01:04:27</b>	<b>Games</b>	<b>Group 1</b>	<b>p.208 Rounding-Out Exercises.</b>	<b>Camera cuts in and out</b>
	<b>Stage Whisper</b>			

<b>01:04:28 -- 01:11:50</b>	<b>Games</b>	<b>Group 2</b>
	<b>Stage Whisper</b>	

<b>01:11:51 -- 01:14:19</b>	<b>Games</b>	<b>Group 3</b>
	<b>Stage Whisper</b>	

<b>01:14:20 -- 01:16:00</b>	<b>Games</b>	<b>p.208</b>
	<b>Calling-Out Exercise</b>	<b>Introduction</b>

<b>01:16:01 -- 01:20:30</b>	<b>Games</b>	<b>Group 1</b>
	<b>Calling-Out Exercise</b>	

<b>01:20:31 -- 01:26:36</b>	<b>Games</b>	<b>Group 2</b>
	<b>Calling-Out Exercise</b>	



**01:26:37 -- 01:31:35    Games                      Group 3**

**Calling-Out Exercise**

**01:31:42 -- 01:42:03    Games**

**Calling-Out and Stage  
Whisper Combined**

Time	Category	Sequence	Description	Notes
00:00:00 - 00:01:10	Games Choir Conductor Passing Game	Introduction	Spolin introduces the game. Circle of players passing object when song is stopped person holding object is out	
00:01:10 -- 00:05:27	Games Choir Conductor Passing Game			
00:05:28 -- 00:06:29	Group Discussion		Discussion of material for show.	
00:06:30 -- 00:12:01	Games Vocal sound effects	Couple A	p.187 Broadcasting and Technical Effects. Two person scene using sound effects.	
00:12:02 -- 00:13:57	Games Vocal sound effects	Couple A Evaluation		
00:13:58 -- 00:15:18	Games Vocal sound effects	Couple B	Development of a game played in an earlier session	

00:15:19 -- 00:16:50	Games		p.175 Silent tension #1
	Silent Tension #1	Introduction	

00:16:51 -- 00:27:25	Games	Group A
	Silent Tension #1	

00:27:26 -- 00:31:55	Games	Group A
	Silent Tension #1	Evaluation

00:31:56 -- 00:40:58	Games	Group B
	Silent Tension #1	

00:40:59 -- 00:43:41	Games	Group B	Moments when
	Silent Tension #1	Evaluation	video goes to black.

00:43:42 -- 00:51:17	Games	Group C
	Silent Tension #1	

00:51:18 -- 00:53:32	Games	Group C
	Silent Tension #1	Evaluation

00:53:38 -- 01:00:00	Games Give and Take Warm-Up		p.386 Give and Take Warm up.
01:00:01 -- 01:04:28	Games Give and Take/Two Scenes	Introduction	p.149 Non-Directional Blocking. Spolin introduces this game
01:04:29 -- 01:07:48	Games Give and Take/Two Scenes	Group A	Video sometimes goes to black.
01:07:49 -- 01:09:45	Group Discussion		Talk about how to play give and take - next steps
01:09:46 -- 01:12:14	Games Give and Take/Two Scenes - Variation	Group 1	Players give on their own without side-coaching
01:12:15 -- 01:14:44	Games Give and Take/Two Scenes - Variation	Group 1	Players take on their own without side-coaching
01:14:48 -- 01:17:02	Games Give and Take/Two Scenes - Variation	Group 1	Players give and take on their own

**43-10 Sills & Co. workshop (VHS), Feb. 14, 1985**

<b>01:17:03 -- 01:17:38</b>	Games  Give and Take/Two Scenes	Group 1  Evaluation
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<b>01:17:39 -- 01:21:07</b>	Games  Give and Take/Two Scenes	Group 2
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<b>01:21:08 -- 01:23:30</b>	Games  Give and Take/Two Scenes - Variation	Group 2	Players give on their own without side-coaching
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<b>01:23:31 -- 01:25:31</b>	Games  Give and Take/Two Scenes - Variation	Group 2	Players take on their own without side-coaching
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<b>01:25:32 -- 01:28:00</b>	Games  Give and Take/Two Scenes - Variation	Group 2	Players give and take on their own
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<b>01:28:01 -- 01:29:50</b>	Games  Converge and Re-Divide	Introduction	p. 152
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<b>01:29:51 -- 01:35:37</b>	Games  Converge and Re-Divide
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01:35:38 -- 01:37	Games	
	Converge and Re-Divide	Evaluation

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:53:24	Unrelated News			

00:53:25 -- 00:55:58	Interview		Music Center Summer Institute for Teachers. "I make them play so they can play with their kids."
	Shown: Space Walk, Swat Tag, Playground and Play Ball		

00:55:59 -- 00:56:13	Unrelated News
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00:56:14 -- 01:37:09	Unrelated Movie ("Zulu")
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Time	Category	Sequence	Description	Notes
00:00:00 -- 00:03:06	Performance Introductio		Gary Schwartz (Spolin Players) introduces the evening and his fellow players	
00:03:07 -- 00:06:35	Games			
	Emotional Symphony			
00:06:36 -- 00:11:38	Games		p.385 New Exercises.	
	Gibberish Interpreter			
00:11:39 -- 00:15:39	Games		p.397 New Exercises.	
	Who Am I?			
00:15:40 -- 00:23:08	Games			
	Intensify Emotion			
00:23:09 -- 00:31:30	Games		p.208 Rounding-Out Exercises.	
	Stage Whisper			

**44-01      Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?**

**00:31:31 -- 00:35:25    Games**

**Madrigal game**

**00:35:26 -- 00:40:57    Games**

**p.384 New Exercises.**

**Gibberish/English**

**00:40:58 -- 00:54:27    Games**

**p.250 Character.**

**Transformation of  
Relationship - Variation**

**00:54:28 -- 01:03:31    Games**

**p.381 New Exercises.**

**Building a Story**

**01:03:32 -- 01:08:00    Games**

**p.241 Character.**

**Animal Images**

**01:08:01 -- 01:13:26    Games**

**Magic Music**

**01:13:27 -- 01:18:51    Games**

**p.214 Rounding-Out  
Exercises.**

**Camera**



**01:18:52 -- 01:24:44    Games**  
**Gibberish Expert**

**01:24:45 -- 01:31:22    Games**  
**Dubbing**

**p.211 Rounding-Out Exercises.**

**01:31:23 -- 01:39:42    Games**  
**Singing Dialogue**

**p.207 Rounding-Out Exercises.**

**01:39:43 -- 01:49:44    Games**  
**Poet Game**

**01:49:45 -- 01:50:30    Curtain**

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:16	Introduction Play First, Talk Later		"If you want to play, you're going to have to get rid of your coffee."	Title on Tape: "Videonics DirectED PLUS. Movie Library Tape 2 SPOLIN TEACHES 87
00:01:17 -- 00:02:16	Games Swat Tag	Introduction	p.411 Traditional Exercises. Spolin demonstrates game.	
00:02:17 -- 00:03:24	Games Swat Tag			
00:03:25 -- 00:07:53	Games Swat Tag	Evaluation	"When you're in full flush, things happen. You stop thinking and you act."	
00:07:54 -- 00:10:31	Games Space Walk II (Support & Effort)		p.80 Orientation. Viola side-coaches	
00:10:32 -- 00:15:53	Games Space Walk III (Touch & Be Touched/See & Be Seen)		p.83 Orientation.	

**44-02 Spolin Teacher's Workshop (VHS), 1987**

**00:15:54 -- 00:16:34 Games** "Shake the space and then name your name."  
Shake up the space

**00:16:35 -- 00:17:14 Games** **p.73 Orientation.**  
**Three Changes Introduction**

**00:17:15 -- 00:20:06 Games** **p.73 Orientation.**  
**Three Changes**

**00:20:07 -- 00:21:17 Games** **p.61 Orientation.** **segment incomplete (missing video)**  
**Mirror Introduction**

**00:21:18 -- 00:22:13 Games** **p.62 Orientation.**  
**Mirror/Follow the Follower**

**00:22:14 -- 00:27:08 Games** **"As teachers, we initiate too much"**  
**Mirror/Follow the Follower Evaluation**

**00:27:09 -- 00:30:25 Games** **p.64 Orientation. Spolin side-coache. "It's in the arts where we learn about the invisible."**  
**Play Ball**

00:30:26 -- 00:34:11	Games  Dodge Ball	p.382 New Exercises.	close-ups of Spolin
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00:34:12 -- 00:38:00	Games  Jump Rope	p.382 New Exercises.
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00:38:01 -- 00:43:29	Games  Playground	p.390 New Exercises.  "This is not mime. You don't have to be trained for it."
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00:43:30 -- 00:46:53	Games  Playground	Evaluation	"There's no need to pretend." Ouija board anecdote.
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00:46:54 -- 00:50:52	Games  Gibberish	Introduction	"The problem with most bilingual groups is fear."
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00:50:53 -- 00:51:18	General Discussion	Coming back from break
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00:51:19 -- 00:58:31	Games  Gibberish/English	Introduction	p.384 New Exercises.  "The more intellectual you are, the more you find gibberish difficult."
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**44-02 Spolin Teacher's Workshop (VHS), 1987**

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<b>00:58:32 -- 01:02:14</b>	<b>Games</b> <b>Gibberish/English</b>		<b>p.384 New Exercises.</b>	<b>Soft white light in the beginning. Includes a loud beep.</b>
<b>01:02:15 -- 01:17:36</b>	<b>Games</b> <b>Gibberish/English</b>	<b>Evaluation</b>	<b>"I think that the creative act must transform the one who is in it. Not what he produces, but what happens to him or her."</b>	
<b>01:17:37 -- 01:20:24</b>	<b>Games</b> <b>Mirror Sound</b>		<b>p.387 New Exercises. Spolin introduces this game.</b>	
<b>01:20:25 -- 01:30:58</b>	<b>Games</b> <b>Mirror Speech</b>		<b>p.388 New Exercises. Demonstration. Spolin introduces this game and tells a story about students and teachers.</b>	
<b>01:30:59 -- 01:45:02</b>	<b>Games</b> <b>Story-Telling</b>		<b>p.291 Workshops for Six-to-Eight-Year-Olds. Example of Story Theater- "Jack and the Beanstalk"</b>	
<b>01:45:03 -- 01:51:30</b>	<b>General Discussion</b> <b>Workshop Conclusion</b>		<b>Spolin takes Questions. Applause for Spolin</b>	<b>A lot of jump cuts, a high-pitched ping.</b>

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:05:51	General Discussion Workshop Introduction		Spolin introduces the workshop	camera shaky in the beginning
00:05:52 -- 00:07:12	Games Swat Tag	Introduction	p.411 Traditional games. Gary Schwartz and Viola Spolin introduce this game.	
00:07:13 -- 00:09:40	Games Swat Tag			
00:09:41 -- 00:12:46	Games Swat Tag	Evaluation		cuts to the next clip
00:12:47 -- 00:22:08	Games Space Walk III (Touch & Be Touched/See & Be Seen)		p.83 Orientation. Spolin coaches slow motion.	cuts to the next clip
00:22:09 -- 00:24:03	Insight		Spolin discusses role of teacher	

00:24:04 -- 00:27:58	Games Three Changes	p.73 Orientation. Spolin introduces this game and relates it to teaching
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00:27:59 -- 00:29:51	Games Mirror	Introduction
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00:29:52 -- 00:31:19	Games Mirror	p.61 Orientation.
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00:31:20 -- 00:43:39	Games Mirror/Follow the Follower	p.62 Orientation. Demonstration of game.
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00:43:40 -- 00:49:01	Games Play Ball	p.64 Orientation.	camera cuts out for a little bit
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00:49:02 -- 00:53:31	Games Dodge Ball	p.382 New Exercises
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00:53:32 -- 00:55:47	Games Jump Rope	p.387 New Exercises
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00:55:48 -- 01:04:39	Games Playground	p.390 New Exercises. Includes brief evaluation.	camera cuts out for a little bit
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01:04:40 -- 01:06:12	Games Gibberish	Introduction	p.114 Where.
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01:06:13 -- 01:13:16	Games Gibberish/English	p.384 New Exercises. Demonstration of game.	cuts to the next clip
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01:13:17 -- 01:15:50	Insight	Spolin on side-coaching
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01:15:51 -- 01:26:19	Games Mirror Sound/Mirror Speech	p.388 New Exercises. Demonstration. How gibberish benefits bilingual students.	cuts to the next clip
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01:26:20 -- 01:29:00	Insight	Spolin on evaluation
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01:29:01 -- 01:47:38	Games Unrelated Conversation	p.395 New Exercises. Spolin introduces this game. Demonstration. Everyone plays.
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01:47:39 -- 01:55:09 Games p.396 New Exercises.  
Vowels and Consonants  
Spolin thoroughly introduces this game and its importance.

01:55:10 -- 02:05:36 Games Gary Schwartz introduces this game. People read their creations  
Three-Way Writing

02:05:37 -- 02:06:31 Games Game is introduced and then the camera cuts Camera cuts before the game is played  
Three-Way Drawing

02:06:32 -- 02:08:28 Games Camera cuts out for a little bit  
Singing Conductor Game

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:03:30	Introduction Performance Introduction		Gary Schwartz introduces the players and the performance	
00:03:31 -- 00:07:32	Games Emotional Symphony			
00:07:33 -- 00:13:32	Games Gibberish Interpreter		p.385 New Exercises.	
00:13:33 -- 00:19:32	Games Who Am I?		p.397 New Exercises.	
00:19:33 -- 00:23:26	Games Contact		p.171 Refining Awareness.	
00:23:27 -- 00:29:16	Games Intensify Emotion			

00:29:17 -- 00:32:35 Games

Stage Whisper

**p.208 Rounding-Out Exercises.**

00:32:26 -- 00:35:25 Games

Madrigal Game

00:35:26 -- 00:39:05 Games

Gibberish/English

**p.384 New Exercises**

00:39:06 -- 00:50:25 Games

Transformation of  
Relationship - Variation

**p.250 Character.**

00:50:26 -- 00:58:03 Games

Building a Story

**p.381 New Exercises**

**Camera cuts out for a little bit at the break point**

00:58:04 -- 01:04:14 Games

Magic Music

01:04:15 -- 01:08:44 Games

Camera

**p.214 Rounding-Out Exercises.**

01:08:45 -- 01:13:27 Games p.241 Character  
Animal Images

01:13:28 -- 01:23:04 Games p.121 Where  
What's Beyond?/Past or  
Future Event - Variation

01:23:05 -- 01:30:57 Games

Gibberish Expert

01:30:58 -- 01:36:54	Games	p.211 Rounding-Out Exercises
	Dubbing	

01:36:55 -- 01:41:36	Games	p.207 Rounding-Out Exercises
	Singing Dialogue	

**01:41:37 -- 01:50:52**   **Games**

**Poet Game**

01:50:53 -- 01:51:52 Performance Conclusion

Performance Conclusion

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:02:59	Funeral		The camera focuses on Viola Spolin in casket.  Two men converse in the background	The camera zooms in and out
00:03:00 -- 00:15:31	Funeral		The camera is on a living area, two women and one man in the frame to start. Camera pans around the whole room.	The camera pans slowly
00:15:32 -- 00:25:05	Funeral		A reception of sorts. Goes from inside to outside.	
00:25:06 -- 00:26:35	Funeral		An African dance commences	
00:26:39 -- 00:33:16	Funeral		African dance ends, back to conversations both inside and out	
00:33:17 -- 00:36:05	Funeral		Dancing again to music.	

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:03	Wake		People bringing flowers. People introducing themselves in background	
00:01:04 -- 00:02:05	Wake		Various discussions.	many jump cuts
00:02:06 -- 00:03:32	Wake		Kolmus Greene speaks about Viola Spolin's final days.	
00:03:33 -- 00:04:04	Wake		More conversations.	
00:04:05 -- 00:07:21	Wake		People proposing toasts to Viola Spolin.	
00:07:22 -- 00:09:11	Wake		More conversations.	

**00:09:12 -- 00:10:51    Wake**

**Valerie Harper reads a  
piece that reminds her of  
"Exits and Entrances"**

**00:10:52 -- 00:11:45    Wake**

**Going inside and outside  
to talk about Viola**

**00:11:46 -- 00:12:57    Wake**

**Ed Asner and Valerie  
Harper**

**00:12:58 -- 00:14:32    Wake**

**A man from the Young  
Actor's Company and a  
woman.**

**00:14:33 -- 00:16:50    Wake**

**The Young Actor's  
Company**

**00:16:51 -- 00:21:53    Wake**

**An African Dance. Two  
men chat in the  
foreground**

**00:21:54 -- 00:25:58    Wake**

**Woman talks about life  
with Viola**

00:25:59 -- 00:27:59 Wake

Photographer for Spolin's book talks about "Improvisation for the Theater"

00:28:00 -- 00:29:23 Wake

A woman talks about what Viola taught her

00:29:24 -- 00:30:58 Wake

A woman talks about the doors that Viola opened for her

00:30:59 -- 00:37:58 Wake

Two people discuss life: one of them is Gary Schwartz.

00:37:59 -- 00:42:32 Wake

Kolmus Greene plays the piano.



Time	Category	Sequence	Description	Notes
00:00:00 -- 00:01:06	Memorial		Various conversations including Carol Bleackley Sills, Paul Sand, Paul Sills, YAC.	
00:01:07 -- 00:01:55	Memorial		Lewis Arquette talks about Viola Spolin - "the frolic master". First time meeting Spolin at The Game Theater	
00:01:56 -- 00:04:35	Memorial		Dick Schaal, Shelley Berman, Valerie Harper	
00:04:36 -- 00:05:09	Memorial		Grandchildren of Viola Spolin.	
00:05:10 -- 00:07:30	Memorial		Gary Schwartz, Richard Libertini, Shelley Berman, Fred Kaz	
00:07:31 -- 00:10:15	Memorial		Paul Sills, Avery Shreiber, Dick Schaal, Hamid Camp, Story Theater	

**45-04 Viola Spolin Memorial (VHS), Feb. 1995**

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**00:10:16 -- 00:13:58 Memorial**

**A recording of Viola Spolin can be heard.**

**Wendy Schaal and others**

**00:13:59 -- 00:21:49 Memorial**

**Gordon Davidson welcomes all to the Mark Taper Forum and to the memorial.**

**00:21:50 -- 00:30:31 Memorial**

**Gary Schwarz introduces Viola Spolin's family members and speaks of her impact**

**00:30:32 -- 00:31:31 Memorial**

**Lewis Arquette introduces three members of the YAC: Michael Grotski, Lisa Law, and Jackie Joseph**

**00:31:32 -- 00:43:12 Memorial**

**Michael Grotski, Lisa Law, and Jackie Joseph share their impressions of Spolin**

**00:43:13 -- 00:45:47 Memorial**

**Paul Sand speaks**

**00:45:48 -- 00:49:30 Memorial**

**Valerie Harper speaks and reads a poem**

00:49:31 -- 00:58:40	Memorial	Hamilton Camp sings a song in tribute to Viola
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00:58:41 -- 01:00:33	Memorial	Shelley Berman speaks
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01:00:34 -- 01:01:38	Memorial	A woman (not identified) speaks
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01:01:39 -- 01:04:24	Memorial	Richard Libertini proclamation from the City of Chicago
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01:04:25 -- 01:19:33	Memorial	Paul Sills reads letter from Spolin's brother George
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01:19:34 -- 01:22:25	Games	p. 397
	Who Am I?	

01:22:26 -- 01:25:03	Games	p. 385
	Gibberish Interpreter	

**45-04      Viola Spolin Memorial (VHS), Feb. 1995**

<b>01:25:04 -- 01:26:07</b>	<b>Games</b>	<b>Paul Sills does a quick evaluation</b>
	<b>Gibberish Interpreter</b>	<b>Evaluation</b>

<b>01:26:08 -- 01:29:56</b>	<b>Games</b>	<b>p. 385 Game Resumes</b>
	<b>Gibberish Interpreter</b>	

<b>01:29:57 -- 01:33:50</b>	<b>Games</b>	<b>p. 211</b>
	<b>Dubbing</b>	

<b>01:33:51 -- 01:38:27</b>	<b>Games</b>	<b>p. 250</b>
	<b>Transformation of Relationship</b>	

<b>01:38:28 -- 01:43:36</b>	<b>Games</b>	<b>p. 207</b>
	<b>Singing Dialogue</b>	

Time	Category	Sequence	Description	Notes
00:00:00 -- 00:02:24	Introduction Spolin Games Workshop Introduction		Gary introduces the workshop, concept of side-coaching, and other players	
00:02:25 -- 00:06:46	Games Emotional Symphony			
00:06:47 -- 00:12:39	Games Gibberish Interpreter		p.385. On tape called "Gibberish Relay"	
00:12:40 -- 00:16:40	Games Who Am I?		p.397	
00:16:41 -- 00:21:48	Games Contact		p.171	
00:21:49 -- 00:27:44	Games First Line/Last Line			

00:27:45 -- 00:30:59 Games p.208

Stage Whisper

00:31:01 -- 00:34:47 Games p.384

Gibberish/English

00:34:48 -- 00:38:16 Games

Madrigal game

00:38:17 -- 00:51:28 Games p.250

Transformation of Relationship

00:51:29 -- 00:52:18 Intermission

Intermission

00:52:19 -- 01:01:09	Games	p.381	A man stands in front of the camera at 00:59:00
	Building a Story		

01:01:10 -- 01:05:25	Games	p.241	Sound no longer synced up with motion
	Animal Images		

01:05:26 -- 01:13:33 Games

Magic Music

01:13:33 -- 01:17:46 Games p.214

Camera

01:17:47 -- 01:25:06 Games p.116

Gibberish/Teaching

01:25:07 -- 01:30:53 Games p.198

Scene-on-scene

01:30:54 -- 01:37:55 Games p.211

Dubbing

01:37:56 -- 01:43:04 Games p.207

Singing Dialogue

01:43:05 -- 01:53:43	Games	sound cuts out at the very end
	Extemporaneous Poem	

Time	Category	Sequence	Description	Notes
00:00:00 -- 02:00:00	Movie			
	Alex in Wonderland (recorded off TV)		1970 movie starring Donald Sutherland and directed by Paul Mazursky. Viola Spolin is in the cast.	



Time	Category	Sequence	Description	Notes
00:00:00 -- 00:00:23	Video Introduction		Video titles	
00:00:23 -- 00:01:48	Games Swat Tag		p.411 Traditional Exercises. Includes an example by Spolin	
00:01:49 -- 00:03:27	Games Swat Tag	Evaluation	"When you're in full flush, things happen. You stop thinking and you act"	
00:03:26 -- 00:06:20	Games Space Walk II (Support & Effort)		p.80 Orientation. Viola side-coaches	
00:06:21 -- 00:08:53	Games Space Walk III (Touch & Be Touched/See & Be Seen)		p.83 Orientation	
00:08:54 -- 00:09:28	Games Shake up the space		"Shake the space and then name your name."	

00:09:29 -- 00:10:06	Games  Three Changes	Introduction	p.73 Orientation
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00:10:07 -- 00:10:52	Games  Three Changes		p.73 Orientation
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00:10:53 -- 00:11:42	Games  Mirror	Introduction	p.61 Orientation
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00:11:43 -- 00:12:00	Games  Mirror / Follow the Follower		p.62 Orientation
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00:12:01 -- 00:14:58	Games  Mirror / Follow the Follower	Evaluation	"As teachers, we initiate too much."
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00:14:59 -- 00:16:56	Games  Play Ball	p.64 Orientation. Spolin side-coache. "It's in the arts where we learn about the invisible."	Title is Space objects
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00:16:57 -- 00:17:40	Games  Dodge Ball	p.382 New Exercises
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00:17:41 -- 00:18:06	Games Jump Rope		p.382 New Exercises	
00:18:07 -- 00:19:44	Games Playground		p.390 New Exercises.  "This is not mime. You don't have to be trained for it."	
00:19:45 -- 00:23:21	Games Playground	Evaluation	"There's no need to pretend." Ouija board anecdote	
00:23:22 -- 00:25:38	Games Gibberish	Introduction	"The problem with most bilingual groups is fear."	Title: Gibberish
00:25:39 -- 00:31:27	Games Gibberish/English	Introduction	p.384 New Exercises.  "The more intellectual you are, the more you find gibberish difficult."	
00:31:28 -- 00:31:49	Games Gibberish/English		p.384 New Exercises	
00:31:50 -- 00:34:17	Insight		"I think that the creative act must transform the one who is in it. Not what he produces, but what happens to him or her."	

**46-03 Edited version of Spolin Teacher's Workshop (VHS), 1987**

**00:34:18 -- 00:35:43 Games Group 1**  
**Gibberish/English**

**00:35:44 -- 00:37:40 Games Group 1**  
**Gibberish/English Evaluation**

**00:37:41 -- 00:39:07 Games Group 2**  
**Gibberish/English**

**00:39:08 -- 00:40:00 Games Group 2**  
**Gibberish/English Evaluation**

**00:40:01 -- 00:43:06 Games Introduction p.388 New Exercises.**  
**Mirror Speech Demonstration. Spolin**  
**tells a story about**  
**students and teachers.**

**00:43:07 -- 00:44:03 Games**  
**Mirror Speech**

**00:44:04 -- 00:57:30 Games p.291 Workshops for Six-**  
**Story-Telling to-Eight-Year-Olds.**  
**Example of Story**  
**Theater- "Jack and the**  
**Beanstalk"**

**00:57:31 -- 01:03:03**

**Color Bars**



# Games

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## Add a Sound (No rhythm)

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.386. Above or below the  
42-10 00:05:49 -- 00:09:45 other tone

## Animal Images

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.241 Character.  
44-01 01:03:32 -- 01:08:00

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.241 Character  
44-04 01:08:45 -- 01:13:27

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.241 Sound no longer synced up  
46-01 01:01:10 -- 01:05:25 with motion

## Box Full of Hats

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	p.380 New Exercises.	Hadn't planned to do this one.
42-04 00:21:00 -- 00:29:29	Flows from Building a Story. Discussion of Going to California near end.	Does not have the hats.

## Broadcasting and Technical Effects

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

<b>Box - Folder</b>	p.180-188	no soundno picture in parts
42-01 00:34:05 -- 00:48:23		

## Building a Story

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	p.381 New Exercises.	The introduction is partly cut out.
42-03 1:16:33 -- 1:19:19		

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	p.381 New Exercises.
42-04 00:05:34 -- 00:15:39	"One word at a time. Physicalize your thought"



## Building a Story

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>
42-04 00:15:40 -- 00:20:59	"You don't have to finish the thought" "Give it a where, who, and what."

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

<b>Box - Folder</b>	<b>p.381 New Exercises.</b>	<b>Sound</b>
42-11 00:17:41 -- 00:28:54		

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

<b>Box - Folder</b>	<b>Evaluation</b>
43-03 01:03:37 -- 01:29:20	"You do not make the story. The story makes itself."

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

<b>Box - Folder</b>	<b>Evaluation</b>
43-03 01:29:21 -- 01:34:10	

## Building a Story

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder** p.381 New Exercises. abrupt ending  
 43-07 01:40:08 -- 02:02:54

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.381 New Exercises.  
 44-01 00:54:28 -- 01:03:31

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.381 New Exercises Camera cuts out for a little bit  
 44-04 00:50:26 -- 00:58:03 at the break point

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.381 A man stands in front of the  
 46-01 00:52:19 -- 01:01:09 camera at 00:59:00

## Building a Story - Attitude Cards

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** p.381 New Exercises. No Sound  
**42-11** 00:00:00 -- 00:17:40

## Building a Story - Give and Take

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** p.381 New Exercises.  
**42-11** 00:37:00 -- 00:43:15 English and Spanish.

## Building a Story - Physicalize

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** p.381 New Exercises.  
**42-11** 00:43:16 -- 00:51:11

## Building a Story - Variation

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder** Player is given a piece of Spolin introduces this game.  
**42-03** 1:19:20 -- 1:30:39 paper with an the  
attitude. Players tells their  
part of story with the  
given attitude.

## Calling-Out and Stage Whisper Combined

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

**43-09 01:31:42 -- 01:42:03**

## Calling-Out Exercise

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder** Introduction p.208

**43-09 01:14:20 -- 01:16:00**

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

**43-09 01:16:01 -- 01:20:30** Group 1

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

**43-09 01:20:31 -- 01:26:36** Group 2

**Calling-Out Exercise**

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

**43-09 01:26:37 -- 01:31:35 Group 3**

**Camera**

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

**44-01 01:13:27 -- 01:18:51**

**p.214 Rounding-Out  
Exercises.**

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

**44-04 01:04:15 -- 01:08:44**

**p.214 Rounding-Out  
Exercises.**

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder**

**46-01 01:13:33 -- 01:17:46**

**p.214**

## Choir Conductor Passing Game

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

<b>Box - Folder</b>	<b>Introduction</b>	<b>Spolin introduces the game. Circle of players passing object when song is stopped person holding object is out</b>
43-10 00:00:00 - 00:01:10		

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**  
43-10 00:01:10 -- 00:05:27

## Conducting Sounds

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

<b>Box - Folder</b>	<b>One player conducts others players who vocalize.</b>
42-09 01:58:26 -- 02:03:24	

## Contact

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

<b>Box - Folder</b>	<b>p.171 Refining Awareness. Pinkish quality</b>
43-07 00:00:00 -- 00:09:35	<b>Group A</b>

**Contact**

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder**

43-07 00:17:47 -- 00:21:36 Group B

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.171 Refining Awareness.

44-04 00:19:33 -- 00:23:26

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.171

46-01 00:16:41 -- 00:21:48

**Contrapuntal Argument - Variation**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

43-01 01:24:05 -- 01:32:24 Couple A

variation -- game is physical  
instead of verbal

## Contrapuntal Argument - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

**43-01** 01:32:25 -- 01:34:00 Couple A

## Converge and Re-Divide

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Introduction p. 152

**43-10** 01:28:01 -- 01:29:50

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10** 01:29:51 -- 01:35:37

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Evaluation

**43-10** 01:35:38 -- 01:37



## Detachment

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder** Introduction

**43-03** 00:11:31 -- 00:13:30

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

**43-03** 00:13:31 -- 00:25:06 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

**43-03** 00:25:07 -- 00:33:09 Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder** Evaluation

**43-03** 00:33:10 -- 00:36:30 Couple B

## Detachment

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

43-03 00:36:31 -- 00:44:58 Couple C

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

Box - Folder	Evaluation	
43-03 00:44:59 -- 00:49:56 Couple C		"Was there any time that you were like an audience waiting to see what will happen next?"

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

43-03 00:49:57 -- 00:59:00 Couple D

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

Box - Folder	Evaluation	
43-03 00:59:01 -- 01:03:36 Couple D		

## Dodge Ball

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.382 New Exercises. close-ups of Spolin  
**44-02 00:30:26 -- 00:34:11**

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder** p.382 New Exercises  
**44-03 00:49:02 -- 00:53:31**

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.382 New Exercises  
**46-03 00:16:57 -- 00:17:40**

## Drawing Game

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder** Drawing a place.  
**43-09 00:00:00 -- 00:13:08**

## Drawing Objects Game

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.77 Orientation. "The purpose of this is communication."</b>	<b>Camera goes dark at moments. Video is grainy.</b>
42-06 00:12:33 -- 00:17:00			

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 00:17:01 -- 00:25:53

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Evaluation</b>	<b>The essence of play is to be playing. "Try not to label children ever. Take the responsibility of lack of growth upon yourself."</b>
42-06 00:25:54 -- 00:32:34		

## Dubbing

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>		<b>P.211 Rounding-Out Exercises. Dubbers are the voices of the players. "Let the body speak for the voice"</b>	<b>Spolin introduces this game</b>
42-04 2:17:10 -- 2:34:26	<b>Group 1</b>		

**Dubbing**

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>	
42-04 2:34:26 -- 2:35:39	Group 1	The value of a slight evaluation. In the middle of two teams.

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>		<b>The other team plays</b>	<b>A close-up of a small child that has never been seen before.</b>
42-04 2:35:40 -- 2:56:00	Group 2		

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>	
42-04 2:56:01 -- 2:56:16	Group 2	p.211 Rounding-Out Exercises. "The voice supports the body and the body supports the voice."

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 17, 1982

<b>Box - Folder</b>		<b>p.211 Rounding out Exercises.</b>
43-05 00:00:00 -- 00:11:31	Couple A	

**Dubbing**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 17, 1982

**Box - Folder** p.211 Rounding out  
43-05 00:11:32 -- 00:19:20 Couple B Exercises.

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 17, 1982

**Box - Folder** p.211 Rounding out  
43-05 00:19:21 -- 00:26:13 Couple C Exercises.

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 17, 1982

**Box - Folder** p.211 Rounding out  
43-05 00:26:14 -- 00:31:37 Couple D Exercises.

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 17, 1982

**Box - Folder** p.211 Rounding out  
43-05 00:31:38 -- 00:43:43 Couple E Exercises.

## Dubbing

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 17, 1982

**Box - Folder** **p.211 Rounding out** **Ends Abruptly**  
**43-05 00:43:44 -- 00:50:26 Couple F** **Exercises.**

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.211 Rounding-Out Exercises.

**44-01 01:24:45 -- 01:31:22**

**Tape Name**      **Spolin Players (VHS), May 21, 1990**

Box - Folder p.211 Rounding-Out Exercises  
44-04 01:30:58 -- 01:36:54

**Tape Name**      **Viola Spolin Memorial (VHS), Feb. 1995**

**Box - Folder** p. 211

**45-04 01:29:57 -- 01:33:50**

## Dubbing

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.211

46-01 01:30:54 -- 01:37:55

## Dumb Crambo

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	p.404 Appendix II-	Camera on occasion focuses on
42-04 00:29:30 -- 00:41:51	Traditional Games. Bob	side conversations happening
	explains this game.	while the game is being played.

## Emerging Where

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	Introduction	p.90 Emerging Where.
42-06 02:02:56 -- 02:05:24		Spolin introduces this
		game.

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	p.90 Emerging Where.
42-06 02:05:25 -- 02:11:32	Spolin side-coaches



## Emerging Where

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

Box - Folder	Evaluation
42-06 02:11:33 -- 02:14:26	"Once the invisible is made visible, you are in the probability of another dimension."

## Emotional Symphony

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**  
44-01 00:03:07 -- 00:06:35

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**  
44-04 00:03:31 -- 00:07:32

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder**  
46-01 00:02:25 -- 00:06:46

## Exits and Entrances

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	<b>p.156 Non-directional</b>	<b>Camera cuts. Spolin chats in</b>
<b>42-08 00:27:52 -- 00:49:27 Group A</b>	<b>Blocking.</b>	<b>the background</b>

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	<b>Evaluation</b>
<b>42-08 00:49:28 -- 00:55:44 Group A</b>	

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	<b>p.156 Non-directional</b>
<b>42-08 00:55:45 -- 00:59:28 Group A</b>	<b>Blocking. Focus towards the audience</b>

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	<b>Spolin: "The best way for you to learn is to experience something."</b>
<b>42-08 00:59:29 -- 01:00:28 Group A</b>		

## Exits and Entrances

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** p.156 Non-directional  
 42-08 01:00:29 -- 01:04:22 Group B Blocking. Focus towards the audience.

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	<b>Homework: to make a conscious entrance and exit when you go into a room.</b>	<b>Camera goes black at the end of this section. Sounds of adjusting camera.</b>
42-08 01:04:23 -- 01:08:47 Group B			

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** p.156  
 42-08 01:28:35 -- 01:32:52

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	<b>Individual play. Discussion yesterday's work. Fragments of excersize. Evaluation.</b>	<b>Introduction partly cut. Camera cuts out.</b>
43-06 00:20:43 -- 00:23:41		

## Exits and Entrances - Variation Solo Scenarios

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** **One player only**

42-08 01:32:53 -- 01:34:26

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** **Only a fragment - cuts before player finishes**  
**42-08 01:35:04 -- 01:37:24** **Player 2**

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

Box - Folder	Only a fragment - cuts before player finishes
42-08 01:37:25 -- 01:38:06 Player 3	

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** **Only a fragment - cuts before player finishes**  
**42-08 01:38:07 -- 01:40:30 Player 4**

## Exits and Entrances - Variation Solo Scenarios

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder**

42-08 01:40:31 -- 01:40:53 Player 5

Only a fragment - cuts before  
player finishes

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder**

42-08 01:40:54 -- 01:41:24 Player 6

Only a fragment - cuts before  
player finishes

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder**

42-08 01:41:25 -- 01:42:28

Spolin plays the game.

## Exits and Entrances - Variation: Emphasis on Sounds

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder**

42-08 01:09:25 -- 01:14:04 Group A

Spolin side-coaches

## Exits and Entrances - Variation: Emphasis on Sounds

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** **Evaluation**

42-08 01:14:05 -- 01:14:42 Group A

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** **Evaluation**

42-08 01:14:43 -- 01:20:40 Group B No introduction to this variation. Spolin side-coaches

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** **Evaluation**

42-08 01:20:41 -- 01:23:57 Group B

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder**

42-08 01:23:58 -- 01:27:32 Group C

## Explosion Tag

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.383 New Exercises. "Try</b>	<b>Slight buzzing sound.</b>
<b>42-06</b>	<b>00:01:08 -- 00:02:30</b>	<b>not to be the example.</b>	
		<b>Just explode any way you</b>	
		<b>want"</b>	

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

**42-06** 00:02:31 -- 00:04:26

## Extemporaneous Poem

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

<b>Box - Folder</b>	<b>sound cuts out at the very end</b>
<b>46-01</b>	<b>01:43:05 -- 01:53:43</b>

## Extended Sound

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

<b>Box - Folder</b>	<b>p.206</b>	<b>Camera cuts off some of</b>
<b>42-01</b>	<b>00:26:49 -- 00:34:04</b>	<b>Spolin's evaluations - jumps to</b>
		<b>next duo camera cuts out at</b>
		<b>00:32:40</b>

## First Line/Last Line

**Tape Name**      Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder**

46-01 00:21:49 -- 00:27:44

## Gibberish

**Tape Name**      Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder**                      Explanation

42-05 00:00:59 -- 00:02:05

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Introduction</b>	<b>"The problem with most bilingual groups is fear."</b>
44-02 00:46:54 -- 00:50:52		

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder**                      Introduction      p.114 Where.

44-03 01:04:40 -- 01:06:12



## Gibberish

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Introduction</b>	<b>"The problem with most bilingual groups is fear."</b>	<b>Title: Gibberish</b>
46-03 00:23:22 -- 00:25:38			

## Gibberish Expert

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

44-01 01:18:52 -- 01:24:44

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

44-04 01:23:05 -- 01:30:57

## Gibberish Interpreter

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

p.385 New Exercises.

44-01 00:06:36 -- 00:11:38

## Gibberish Interpreter

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.385 New Exercises.

44-04 00:07:33 -- 00:13:32

**Tape Name** Viola Spolin Memorial (VHS), Feb. 1995

**Box - Folder** p. 385

45-04 01:22:26 -- 01:25:03

**Tape Name** Viola Spolin Memorial (VHS), Feb. 1995

<b>Box - Folder</b>	<b>Evaluation</b>	<b>Paul Sills does a quick evaluation</b>
45-04 01:25:04 -- 01:26:07		

**Tape Name** Viola Spolin Memorial (VHS), Feb. 1995

**Box - Folder** p. 385 Game Resumes

45-04 01:26:08 -- 01:29:56

## Gibberish Interpreter

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.385. On tape called  
**46-01 00:06:47 -- 00:12:39** "Gibberish Relay"

## Gibberish/Demonstration

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** p.114  
**42-05 00:02:06 -- 00:09:52** Gibberish/Demonstration

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Evaluation  
**42-05 00:09:53 -- 00:14:09** Ask "Was there variety in the gibberish?" "It takes away the fear of language. A lot of kids have their own language anvwav."

## Gibberish/English

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Introduction  
**42-05 00:14:10 -- 00:19:02** p.384 New Exercises. Spolin introduces this game. Spolin demonstrates the game with three individuals.

**Gibberish/English**

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Played in groups  
 42-05 00:19:03 -- 00:22:12 simultaneously

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Evaluation Spolin: "There really is not  
 42-05 00:22:13 -- 00:22:47 an evaluation in this  
 exercise."

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** p.384 New Exercises.  
 42-05 00:22:48 -- 00:24:05

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Solo playing p.384 New Exercises. Solo Spolin side-coaches all of the  
 42-05 00:30:53 -- 01:01:30 player alternates between players individually  
 Gibberish and English. "It  
 is the sound of language  
 without the shape of  
 language."

**Gibberish/English**

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Solo playing Game Resumes

42-05 01:02:44 -- 01:07:16

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

**Box - Folder** Evaluation "A word loses its energy Abrupt ending, a voice is cut off  
42-05 01:07:17 -- 01:12:14 when you're not in it"

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.384 New Exercises.

44-01 00:35:26 -- 00:40:57

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** Introduction p.384 New Exercises.

44-02 00:51:19 -- 00:58:31

"The more intellectual you  
are, the more you find  
gibberish difficult."

**Gibberish/English**

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>p.384 New Exercises.</b>	<b>Soft white light in the beginning. Includes a loud beep.</b>
<b>44-02 00:58:32 -- 01:02:14</b>		

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Evaluation</b>	<b>"I think that the creative act must transform the one who is in it. Not what he produces, but what happens to him or her."</b>
<b>44-02 01:02:15 -- 01:17:36</b>		

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	<b>p.384 New Exercises.</b>	<b>cuts to the next clip</b>
<b>44-03 01:06:13 -- 01:13:16</b>	<b>Demonstration of game.</b>	

**Tape Name**      Spolin Players (VHS), May 21, 1990

<b>Box - Folder</b>	<b>p.384 New Exercises</b>
<b>44-04 00:35:26 -- 00:39:05</b>	

## Gibberish/English

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** **p.384**

**46-01 00:31:01 -- 00:34:47**

<b>Tape Name</b>	Edited version of Spolin Teacher's Workshop (VHS), 1987
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**Box - Folder**                      **Introduction**                      **p.384 New Exercises.**

46-03 00:25:39 -- 00:31:27

**"The more intellectual you are, the more you find gibberish difficult."**

<b>Tape Name</b>	Edited version of Spolin Teacher's Workshop (VHS), 1987
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**Box - Folder** **p.384 New Exercises**

46-03 00:31:28 -- 00:31:49

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

### Box - Folder

46-03 00:34:18 -- 00:35:43 Group 1

**Gibberish/English**

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**                      Evaluation

46-03   00:35:44 -- 00:37:40   Group 1

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**

46-03   00:37:41 -- 00:39:07   Group 2

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**                      Evaluation

46-03   00:39:08 -- 00:40:00   Group 2

**Gibberish/Teaching**

**Tape Name**      Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder**                                      p.116

46-01   01:17:47 -- 01:25:06



## Give and Take

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	
42-10 00:41:40 -- 00:43:39		p.149 "You'll begin to notice, in life, when you are taking. This brings you psychic health."

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	
42-10 00:48:41 -- 00:49:08		p.149. Short evaluation and wrap up

## Give and Take - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

<b>Box - Folder</b>	
42-09 02:31:29 -- 02:38:01	3 players agree on a where

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

<b>Box - Folder</b>	<b>Evaluation</b>
42-09 02:38:02 -- 02:41:00	

## Give and Take / Two Scenes

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.149. "Show relationship  
42-10 00:20:09 -- 00:36:59 in your whole body"

## Give and Take / Two Scenes - Gibberish

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.149  
42-10 00:43:40 -- 00:46:11

## Give and Take / Two Scenes - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p149. Players sing.  
42-10 00:37:00 -- 00:41:39

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** Ideas  
42-10 00:46:12 -- 00:48:40

## Give and Take in Slow Motion with 3 players

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:51:16 -- 01:54:16** Group A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

**42-09 01:54:17 -- 01:55:02** Group A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:55:03 -- 01:57:30** Group B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

**42-09 01:57:31 -- 01:58:25** Group B

## Give and Take in Slow Motion, Fast, with Sound

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 01:46:24 -- 01:51:15

## Give and Take Warm-up

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder**

p.386

may be a slight variation

42-10 00:00:00 -- 00:01:48

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

p.386 Give and Take  
Warm up.

43-10 00:53:38 -- 01:00:00

## Give and Take/Two Scenes

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

Introduction

p.149 Non-Directional  
Blocking. With 3 couples

42-09 02:03:25 -- 02:07:39

## Give and Take/Two Scenes

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** With 3 couples

42-09 02:17:45 -- 02:24:49 Round 1

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

42-09 02:24:50 -- 02:27:03 Round 1

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 02:27:04 -- 02:31:28 Round 2

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Introduction p.149 Non-Directional  
43-10 01:00:01 -- 01:04:28 Blocking. Spolin  
introduces this game

## Give and Take/Two Scenes

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

Video sometimes goes to black.

43-10 01:04:29 -- 01:07:48 Group A

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Evaluation

43-10 01:17:03 -- 01:17:38 Group 1

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

43-10 01:17:39 -- 01:21:07 Group 2

## Give and Take/Two Scenes - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

Give and take w/3 players Break up in the tape

43-02 00:48:26 -- 00:56:46 Group 1

## Give and Take/Two Scenes - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

<b>Box - Folder</b>	<b>Evaluation.</b>	
43-02 00:56:47 -- 00:59:10	Group 1	"To be conscious all the time does not stop the flow"

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

43-02 00:59:11 -- 01:12:59 Group 2

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	
43-02 01:13:00 -- 01:19:37	Group 2	"The stage has an economy. We do a whole lifetime in an hour"

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** Group 3 has 4 players.

43-02 01:19:38 -- 01:29:48 Group 3

## Give and Take/Two Scenes - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** **Evaluation**

43-02 01:29:49 -- 01:30:12 Group 3

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

43-02 01:30:13 -- 01:37:30 Group 4

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** **Evaluation**

43-02 01:37:31 -- 01:40:24 Group 4

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

43-10 01:09:46 -- 01:12:14 Group 1

Players give on their own  
without side-coaching



**Give and Take/Two Scenes - Variation**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10 01:12:15 -- 01:14:44 Group 1**

**Players take on their own  
without side-coaching**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10 01:14:48 -- 01:17:02 Group 1**

**Players give and take on  
their own**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10 01:21:08 -- 01:23:30 Group 2**

**Players give on their own  
without side-coaching**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10 01:23:31 -- 01:25:31 Group 2**

**Players take on their own  
without side-coaching**

## Give and Take/Two Scenes - Variation

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Players give and take on  
 43-10 01:25:32 -- 01:28:00 Group 2 their own

## Give and Take/Two Scenes with Gibberish

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** With 3 couples  
 42-09 02:07:40 -- 02:17:44

## Help/Hinder

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** Includes a demons  
 43-02 01:40:25 -- 01:43:53 Introduction

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**  
 43-02 01:43:54 -- 01:49:00 Couple A

## Help/Hinder

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

43-02 01:49:01 -- 01:54:09 Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** Evaluation

43-02 01:54:10 -- 01:54:52 Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

43-02 01:54:53 -- 01:57:29 Couple C

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** Evaluation

43-02 01:57:30 -- 01:58:12 Couple C

## Help/Hinder

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

43-03 00:00:00 -- 00:05:29 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

Box - Folder	Evaluation
43-03 00:05:30 -- 00:11:30 Couple A	"Until we learn to stay out of things we'll always be our worst obstacle."

## How Old am I?

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

Box - Folder	Evaluation
42-09 00:00:00 -- 00:02:55 Group A	p.69 Orientation. No introduction

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

Box - Folder	Evaluation
42-09 00:02:56 -- 00:05:41 Group A	

## How Old am I?

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 00:05:42 -- 00:09:57 Group B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

42-09 00:09:58 -- 00:11:25 Group B

## Integration of On-Stage and Back-Stage Action

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** Introduction + first p.186 Broadcasting and

43-08 01:03:01 -- 01:13:12 Group 1

Technical Effects.

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** Evaluation

43-08 01:13:13 -- 01:15:48 Group 1

"What was the sound effects problem? It wasn't specifically located."

## Integration of On-Stage and Back-Stage Action

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

p.186 Broadcasting and  
Technical Effects.

**43-08 01:17:19 -- 01:20:44** Group 2

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

Evaluation

**43-08 01:20:45 -- 01:22:10** Group 2

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

p.186 Broadcasting and  
Technical Effects.

**43-08 01:22:11 -- 01:27:05** Group 3

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

Evaluation

**43-08 01:27:06 -- 01:28:27** Group 3

## Integration of On-Stage and Back-Stage Action

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

**43-08 01:28:28 -- 01:30:25** Group 4

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

**43-08 01:30:26 -- 01:35:45** Group 5

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

<b>Box - Folder</b>	<b>Evaluation</b>	<b>"There's no need to feel urgency"</b>
<b>43-08 01:35:46 -- 01:38:51</b>	<b>Group 5</b>	

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

**43-08 01:38:52 -- 01:42:53** Group 6

## Integration of On-Stage and Back-Stage Action

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** Evaluation

**43-08** 01:42:54 -- 01:43:30 **Group 6**

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

**43-08** 01:43:31 -- 01:48:49 **Group 7**

## Integration of On-Stage and Back-Stage Action A

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>			p.186 Broadcasting and Technical Effects. Bob introduces this game.
<b>42-04</b>	1:32:53 -- 1:40:24	<b>Group 1</b>	

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>	<b>Remember for children:</b>
<b>42-04</b>	1:40:25 -- 1:41:31	<b>Group 1</b>
		Give them what they give you because they will give you what you give them. Don't stop your kids.



## Integration of On-Stage and Back-Stage Action A

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>			p.186 Broadcasting and Technical Effects. Game Resumes
42-04	1:41:32 -- 1:45:15	Group 1	

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>		<b>Evaluation</b>	"Relationships flourish in silence."
42-04	1:45:16 -- 1:48:45	Group 1	

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>			p.186 Broadcasting and Technical Effects. Teams reverse
42-04	1:48:46 -- 2:05:20	Group 2	

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>		<b>Evaluation</b>	"The specific sounds were not being set up. The give-and-take is the hardest thing to learn."	Evaluation flows from the game
42-04	2:05:21 -- 2:10:20	Group 2		

## Integration of On-Stage and Back-Stage Action A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

**43-03 01:34:11 -- 01:37:58 Couple A**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

**43-03 01:37:59 -- 01:40:48 Couple B**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

**43-03 01:40:49 -- 01:47:57 Couple C**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 8, Oct. 6, 1982

**Box - Folder**

**43-03 01:47:58 -- 01:49:35 Couple D**

## Integration of On-Stage and Back-Stage Action B

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

**Box - Folder**

42-04 2:10:21 -- 2:15:53

p.186 Broadcasting and  
Technical Effects.

"Buzzing" sound in the  
background at the start.

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

**Box - Folder**

Evaluation

42-04 2:15:54 -- 2:17:09

## Intensify Emotion

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

44-01 00:15:40 -- 00:23:08

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

44-04 00:23:27 -- 00:29:16

## Involvement with Large Objects

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** p.76 Orientation. Problem with tape in beginning  
**42-09 01:11:39 -- 01:15:21 Player 1**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

**42-09 01:15:22 -- 01:17:12 Player 1**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:17:13 -- 01:21:27 Player 2**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:21:28 -- 01:26:00 Player 3**

## Involvement with Large Objects

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:26:01 -- 01:29:43** Player 4

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:29:44 -- 01:33:14** Player 5

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:33:15 -- 01:34:56** Player 6

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

Player does not want to do it

**42-09 01:37:33 -- 01:41:39** Player 7

## Jump Rope

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.382 New Exercises.

44-02 00:34:12 -- 00:38:00

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder** p.387 New Exercises

44-03 00:53:32 -- 00:55:47

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.382 New Exercises

46-03 00:17:41 -- 00:18:06

## Lone Wolf

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder** p.152 Non-Directional Blocking.

43-07 00:09:27 -- 00:16:00 Group A

## Lone Wolf

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder** Evaluation "Why wasn't it working?" Camera shifts to the side  
 43-07 00:16:01 -- 00:17:46 Group A

## Looking at people without labels

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

43-08 00:04:42 -- 00:09:55

## Madrigal game

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

44-01 00:31:31 -- 00:35:25

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

44-04 00:32:26 -- 00:35:25

## Madrigal game

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder**

46-01 00:34:48 -- 00:38:16

## Magic Music

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

44-01 01:08:01 -- 01:13:26

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

44-04 00:58:04 -- 01:04:14

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder**

46-01 01:05:26 -- 01:13:33



## Mirror

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:44:31 -- 0:47:03

p.61 Orientation.

"Contemplating and reflecting the other"

Low, rumbling sound heard throughout this section - clip is largely inaudible.

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:47:04 -- 0:50:00

p.61 Orientation. "Feel no urgency "Avoid thinking. You can't think and reflect." "All focus is on reflection, not wondering how to do it."

There is another side coach while Spolin side-coaches.

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:53:32 -- 0:55:15

Evaluation

"We avoid interpretation."

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder**

43-06 00:00:00 -- 00:00:44

Fragment

Sound of camera being adjusted

## Mirror

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.61 Orientation.</b>	<b>segment incomplete (missing video)</b>
44-02	00:20:07 -- 00:21:17		

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	<b>Introduction</b>
44-03	00:27:59 -- 00:29:51

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	<b>p.61 Orientation.</b>
44-03	00:29:52 -- 00:31:19

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.61 Orientation</b>
46-03	00:10:53 -- 00:11:42	

## Mirror / Follow the Follower

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.62 Orientation

46-03 00:11:43 -- 00:12:00

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** Evaluation "As teachers, we initiate too much."  
46-03 00:12:01 -- 00:14:58

## Mirror Penetration

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder** p.75 Orientation. "Make your face like her" Spolin Some sounds of adjusting of camera  
43-06 00:00:44 -- 00:07:04 Couple A side-coaches

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder**  
43-06 00:07:05 -- 00:10:54 Couple B

## Mirror Penetration

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder**

43-06 00:10:55 -- 00:18:29 Couple C

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	<b>Evaluation</b>
43-06 00:18:30 -- 00:20:42	"Your own expression is your life at that moment."

## Mirror Sound

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	p.387 - New Exercises.
42-03 0:55:16 -- 0:56:18	Mirror now coached by Martin.

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	p.387 New Exercises.
44-02 01:17:37 -- 01:20:24	Spolin introduces this game.

## Mirror Sound/Mirror Speech

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	p.388 New Exercises.	cuts to the next clip
44-03 01:15:51 -- 01:26:19	Demonstration. How gibberish benefits bilingual students.	

## Mirror Speech

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	p.388 New Exercises.
42-03 0:56:19 -- 0:59:09	Spolin introduces this game.

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>	"This is a problem you are going to find with your kids. People think they must have something important to say."
42-03 0:59:10 -- 1:01:14		

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	<b>Demonstration</b>	Spolin side-coaches.	Prolonged moment of gray on the screen. Lunch break in the middle
42-03 1:01:15 -- 1:16:33		"When they are in the choking moment, they are totally stopped." "Try not to be afraid of those moments."	

## Mirror Speech

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>		p.388 New Exercises.
44-02	01:20:25 -- 01:30:58	Demonstration. Spolin introduces this game and tells a story about students and teachers.

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Introduction</b>	p.388 New Exercises.
46-03	00:40:01 -- 00:43:06	Demonstration. Spolin introduces this game and tells a story about students and teachers.

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**  
46-03 00:43:07 -- 00:44:03

## Mirror/Follow the Follower

**Tape Name**      Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	p.62 Orientation. "Have the adventure of reflecting what you see."
42-03	0:50:01 -- 0:53:32

## Mirror/Follow the Follower

**Tape Name**      **Spolin Teacher's Workshop (VHS), 1987**

**Box - Folder** **p.62 Orientation.**

44-02 00:21:18 -- 00:22:13

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

Box - Folder	Evaluation
44-02 00:22:14 -- 00:27:08	"As teachers, we initiate too much"

44-02 00:22:14 -- 00:27:08

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder** p.62 Orientation.  
44.03. 00:31:20 – 00:43:39 Demonstration of game.

44-03 00:31:20 -- 00:43:39

### Mirror/Sub-Teams Follow the Follower

<b>Tape Name</b>	<b>Mextel (Mexican Workshop): ... (VHS), 1982</b>
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Box - Folder	p.67 Orientation.	Discussion of how to keep everyone in camera frame.
43-06 00:31:50 -- 00:41:44		

**43-06 00:31:50 -- 00:41:44**

## Mirror/Sub-Teams Follow the Follower

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	<b>Evaluation</b>
43-06 00:41:45 -- 00:44:47	"Okay what happened and what didn't happen?"
	"Only movement will transform."

## No Motion #2

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** p.177

42-12 00:00:00 -- 00:01:34 Player A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

<b>Box - Folder</b>	<b>Evaluation</b>
42-12 00:01:35 -- 00:04:19	Player A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:04:20 -- 00:09:49 Player B



**No Motion #2**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**                      **Evaluation**

42-12 00:09:50 -- 00:10:56 Player B

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:10:57 -- 00:15:01 Player C

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**                      **Evaluation**

42-12 00:15:02 -- 00:17:29 Player C

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:17:30 -- 00:20:12 Player D

**No Motion #2**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** **Evaluation**

42-12 00:20:13 -- 00:22:25 Player D

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:22:26 -- 00:26:35 Player E

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** **Evaluation**

42-12 00:26:36 -- 00:30:17 Player E

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:30:18 -- 00:34:25 Player F

**No Motion #2**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** **Evaluation**

42-12 00:34:26 -- 00:36:22 Player F

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:36:23 -- 00:41:04 Player G

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** **Evaluation**

42-12 00:41:05 -- 00:43:33 Player G

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 00:43:34 -- 00:45:51 Player H

**No Motion #2**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** **Evaluation**

42-12 00:45:52 -- 00:47:19 Player H

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 01:09:41 -- 01:20:11 Player I

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 01:20:12 -- 01:27:50 Player J

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** **Evaluation**

42-12 01:27:51 -- 01:33:24 Player J

**No Motion #2**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 01:33:25 -- 01:38:00 Player K

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** Evaluation

42-12 01:38:01 -- 01:41:49 Player K

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder**

42-12 01:41:50 -- 01:48:57 Player L

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** Evaluation

42-12 01:48:58 -- 01:53:45 Player L

## No Motion #3

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** Exercise with language

42-12 00:47:20 -- 00:57:48 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** Evaluation

42-12 00:57:49 -- 00:59:55 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 13-20, 1982

**Box - Folder** Stop and start to work on  
who, what and where

42-12 00:59:56 -- 01:09:40 Couple B

## Numbers Change

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

**Box - Folder** p.407 Traditional Game. A man introduces this game,  
camera goes gray

42-08 00:01:06 -- 00:07:32

Played in chairs

## Orchestra conductor game

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

**Box - Folder**

42-04 1:22:46 -- 1:31:50

Bob introduces this game.

Passing game with music.

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

**Box - Folder**

42-04 1:31:51 -- 1:32:52

**Evaluation**

The benefits of the game  
for children

## Play Ball

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 1:33:36 -- 1:36:36

p.64 Orientation. "Give  
the ball its time in space."

No introduction

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**

44-02 00:27:09 -- 00:30:25

p.64 Orientation. Spolin  
side-coache. "It's in the  
arts where we learn about  
the invisible."

## Play Ball

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder** p.64 Orientation. camera cuts out for a little bit  
**44-03 00:43:40 -- 00:49:01**

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.64 Orientation. Spolin Title is Space objects  
**46-03 00:14:59 -- 00:16:56** side-coache. "It's in the  
 arts where we learn about  
 the invisible."

## Play Ball - Variation

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder** In two groups- one main  
**42-03 1:36:37 -- 1:39:12** thrower. Players try to  
 detect when person is  
 actually throwing the ball  
 or faking a throw.

## Playground

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder** p.390 New Exercises. "A Cuts out at the end  
**42-03 1:39:13 -- 1:41:49** quick game of volleyball"



## Playground

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	p.390 New Exercises.
<b>44-02 00:38:01 -- 00:43:29</b>	"This is not mime. You don't have to be trained for it."

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Evaluation</b>	"There's no need to pretend." Ouija board anecdote.
<b>44-02 00:43:30 -- 00:46:53</b>		

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	p.390 New Exercises.	camera cuts out for a little bit
<b>44-03 00:55:48 -- 01:04:39</b>	Includes brief evaluation.	

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	p.390 New Exercises.
<b>46-03 00:18:07 -- 00:19:44</b>	"This is not mime. You don't have to be trained for it."

## Playground

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Evaluation</b>
46-03 00:19:45 -- 00:23:21	"There's no need to pretend." Ouija board anecdote

## Poet Game

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

44-01 01:39:43 -- 01:49:44

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

44-04 01:41:37 -- 01:50:52

## Position Tag

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>"The object is to get everybody frozen."</b>	<b>Spolin introduces this game.</b>
42-06 00:07:22 -- 00:12:32		Camera goes dark for a momnt.

**Preoccupation A**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** p.122

**43-01 00:43:22 -- 00:50:02** Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

**43-01 00:50:03 -- 00:57:06** Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

**43-01 00:57:07 -- 01:02:15** Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

**43-01 01:02:16 -- 01:03:08** Couple B

## Preoccupation A - Variation

**Tape Name**      **Viola: 2 Day Workshop #1, Monday (VHS), 1980**

<b>Box - Folder</b>	<b>Introduction</b>	<b>One person is writing and continues to carry on the conversation</b>
<b>42-06 02:21:43 -- 02:22:36</b>		

**Tape Name**      **Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982**

<b>Box - Folder</b>	<b>Reading a book until something catches attention</b>
<b>43-01 01:03:09 -- 01:10:53 Couple A</b>	

**Tape Name**      **Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982**

<b>Box - Folder</b>	<b>Evaluation</b>
<b>43-01 01:10:54 -- 01:11:30 Couple A</b>	

**Tape Name**      **Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982**

<b>Box - Folder</b>	
<b>43-01 01:11:31 -- 01:16:21 Couple B</b>	

## Preoccupation A - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

**43-01** 01:16:22 -- 01:18:18 Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

**43-01** 01:18:19 -- 01:22:41 Couple C

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

**43-01** 01:22:42 -- 01:24:04 Couple C

## Preoccupation A - Variation 1

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

**42-06** 02:22:37 -- 02:25:09 Group play

## Preoccupation A - Variation 2

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 02:25:10 -- 2:27:11 Group play

Conversation with the writer but don't try to distract. Writer carries on conversation and writes.

## Preoccupation A number 2

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

**Demonstration**

p. 122 Talking in pairs.

Video gets a bit quieter

42-06 02:14:27 -- 02:19:28

One person is reading and another is talking .

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 02:19:29 -- 02:21:42

Various couples play the game simultaneously

## Real Objects

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder**

43-06 01:13:59 -- 01:30:49

Touching the object and letting the object touch you. Spolin side-coaches

## Real Objects

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	<b>Evaluation</b>	<b>"All these exercises are to</b>	<b>Ends abruptly</b>
43-06 01:30:50 -- 01:31:39		get you there [to one whole thing]."	

## Red Light/Green Light

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	p.408 Traditional Games.	Camera goes gray and black
42-08 00:07:33 -- 00:09:39		

## Scene-on-scene

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

<b>Box - Folder</b>	p.198
46-01 01:25:07 -- 01:30:53	

## Shadowing

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

<b>Box - Folder</b>	p.164
43-01 00:00:00 -- 00:07:57	Group A

**Shadowing**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

**43-01** 00:07:58 -- 00:11:46 **Group B**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

**43-01** 00:11:47 -- 00:14:55 **Group C**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

**43-01** 00:14:56 -- 00:20:27 **Group C**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

**43-01** 00:20:28 -- 00:24:43 **Group D**



## Shadowing

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation

43-01 00:24:44 -- 00:25:52 Group D

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 15, 1982

**Box - Folder** Group Discussion Group discusses how to  
43-04 00:00:00 -- 00:02:48 play shadowing

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 15, 1982

**Box - Folder** p.164 Refining Awareness.

43-04 00:02:49 -- 00:09:20

## Shadowing - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** p.164 Refining  
42-11 00:51:12 -- 01:02:20 Awareness. On-stage  
players provide lines and  
movement.

## Shadowing - Variation

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** p.164. Refining  
**42-11 01:54:49 -- 02:13:53** Awareness. Voice inside  
 of your head / floor plan

**Tape Name** Mextel (Mexican Workshop): ... (VHS), June 15, 1982

**Box - Folder**  
**43-04 00:09:21 -- 00:13:48**

## Shadowing the Self

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** p.165  
**43-01 00:25:53 -- 00:30:10** Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder** Evaluation  
**43-01 00:30:11 -- 00:32:11** Couple A

## Shadowing the Self

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

**Box - Folder**

**43-01** 00:32:12 -- 00:37:32 Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 20-25, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	<b>Integration vs.</b>
<b>43-01</b> 00:37:33 -- 00:43:21 Couple B		<b>Motivation. There is a difference</b>

## Shake up the Space

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** With sound and motion.

**42-09** 00:17:53 -- 00:19:09

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>"Shake the space and then name your name."</b>
<b>44-02</b> 00:15:54 -- 00:16:34	

## Shake up the Space

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** "Shake the space and then name your name."  
**46-03** 00:08:54 -- 00:09:28

## Silent Tension #1

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder** p.175 Refining Awareness.  
**43-07** 00:57:01 -- 01:13:04 Group A

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder** Evaluation  
**43-07** 01:13:05 -- 01:14:00 Group A

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder**  
**43-07** 01:14:01 -- 01:25:44 Group B

**Silent Tension #1**

**Tape Name**      Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

<b>Box - Folder</b>	<b>Evaluation</b>	
43-07 01:25:45 -- 01:29:46	Group B	"It's not silent vocalization. It's silent feelings."

**Tape Name**      Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

<b>Box - Folder</b>		<b>Incomplete scene</b>
43-07 01:29:47 -- 01:32:30	Group C	

**Tape Name**      Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder**

43-07 01:32:31 -- 01:40:07    Group D

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.175 Silent tension #1</b>
43-10 00:15:19 -- 00:16:50		

**Silent Tension #1**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10** 00:16:51 -- 00:27:25 **Group A**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**                      **Evaluation**

**43-10** 00:27:26 -- 00:31:55 **Group A**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10** 00:31:56 -- 00:40:58 **Group B**

**Tape Name**      Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**                      **Evaluation**

**43-10** 00:40:59 -- 00:43:41 **Group B**

**Moments when video goes to black.**

**Silent Tension #1**

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder**

**43-10** 00:43:42 -- 00:51:17 **Group C**

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Evaluation

**43-10** 00:51:18 -- 00:53:32 **Group C**

**Silent Tension #2**

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder** p.175 Refining Awareness.

**43-07** 00:21:37 -- 00:29:09 **Group A**

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder**

**43-07** 00:31:20 -- 00:38:26 **Group B**

## Silent Tension #2

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder**

43-07 00:38:27 -- 00:43:44 Group C

**Tape Name** Mextel (Mexican Workshop): Lone Wolf ... (VHS), 1982

**Box - Folder**

43-07 00:43:45 -- 00:57:00

**Evaluation**

"When two people can see each other without emotion ... then you have a feeling of what is human. That is the moment of love"

## Sing/Talk

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 2:27:12 -- 2:40:38

This game is played individually. All play the game and Spolin comments on each individual.

## Singing Conductor Game

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder**

44-03 02:06:32 -- 02:08:28

Camera cuts out for a little bit



## Singing Dialogue

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.207 Rounding-Out  
Exercies.  
**44-01 01:31:23 -- 01:39:42**

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.207 Rounding-Out  
Exercies  
**44-04 01:36:55 -- 01:41:36**

**Tape Name** Viola Spolin Memorial (VHS), Feb. 1995

**Box - Folder** p. 207  
**45-04 01:38:28 -- 01:43:36**

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.207  
**46-01 01:37:56 -- 01:43:04**

## Single File

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:10:56 -- 0:14:22

p.410 Appendix II-  
Traditional Games. Game  
explanation is done by  
Robert Martin

## Slow Motion/Freeze Tag

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 00:04:27 -- 00:05:32

**Introduction**

p.213 Rounding-out  
Exercises. In slow motin.

Spolin introduces this game.

The buzzing sound persists

"The one who is tagged  
stays in."

## Slow/Fast/Normal

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 01:41:40 -- 01:46:23

p.213 Rounding-Out  
Exercises. "Are you  
beginning to understand  
the difference between  
slow motion and moving  
slow?"

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

43-02 00:00:17 -- 00:09:14 Couple A

p.213

**Slow/Fast/Normal**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**                      **Evaluation**

**43-02**   00:09:15 -- 00:12:26   **Couple A**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

**43-02**   00:12:27 -- 00:37:56   **Couple B**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**                      **Evaluation**

**43-02**   00:37:57 -- 00:39:45   **Couple B**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder**

**43-02**   00:39:46 -- 00:40:07   **Couple C**

## Sound and Movement

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.386. Sound dictates movement  
**42-10 00:09:46 -- 00:11:45**

## Sound, Give and Take with movement

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.386. "Put your movements together like you did your sounds"  
**42-10 00:11:46 -- 00:20:08**

## Space Substance Introduction (for Hands)

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder** p.391 New Exercises. No introduction  
**42-03 1:30:40 -- 1:33:35**  
 "Keep your eye on the ball. " In slow motion/sped up.

## Space Walk

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder** Evaluation Camera switches to other footage at 00:09:47  
**42-01 00:07:07 -- 00:09:46**

## Space Walk - Variation

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:33:00 -- 0:34:41

"As you walk around,  
name your name." At the  
end of the game  
instructed to lie face-up  
on the floor.

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

43-08 00:17:51 -- 00:18:54

Call out your name

## Space Walk I (Exploration)

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder**

42-01 00:00:00 -- 00:01:30

Orientation- p.80 Starts  
midwalk - in slow motion

The picture comes in a couple  
seconds after the sound

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:32:13 -- 0:32:59

p.80 Orientation - Shake  
up the space. "People  
shake up space in  
different ways, but they  
all make sense when you  
see them."

## Space Walk I (Exploration)

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	p.80 Orientation. Spolin	Camera noises
43-06 00:23:42 -- 00:26:48	side-coaches	

## Space Walk II (Support & Effort)

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	p.80 Orientation. Viola
44-02 00:07:54 -- 00:10:31	side-coaches

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	p.80 Orientation. Viola
46-03 00:03:26 -- 00:06:20	side-coaches

## Space Walk II (Support and Effort)

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	p.80 Orientation. "When you do this with your children, have audience players." The importance of learning through observation.	Very few jump cuts. A couple cuts to gray.
42-03 0:14:23 -- 0:20:44		

## Space Walk III (Touch & Be Touched/See & Be Seen)

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder**

42-01 00:01:31 -- 00:07:06

**Orientation** - p.83 in slow motion then double speed

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:20:45 -- 0:29:32

**p.83 Orientation.**

**Tape Name** Teachers' Workshop (VHS), Summer 1980

**Box - Folder**

42-03 0:29:33 -- 0:32:12

**Evaluation**

**Evaluation occurs directly after the game, no cut has been made, players are still standing.**

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

43-08 00:00:00 -- 00:04:41

**p.83 Orientation.**

**Alternating between visibility and invisibility.**

## Space Walk III (Touch & Be Touched/See & Be Seen)

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder**

43-08 00:09:56 -- 00:17:50

p.83 Orientation. "Your next step is an unknown step"

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**

44-02 00:10:32 -- 00:15:53

p.83 Orientation.

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder**

44-03 00:12:47 -- 00:22:08

p.83 Orientation. Spolin cuts to the next clip coaches slow motion.

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**

46-03 00:06:21 -- 00:08:53

p.83 Orientation



## Stage Picture

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.393 New Exercises.</b>	<b>Camera sometimes goes gray, very few jump cuts</b>
<b>42-07 00:00:25 -- 00:07:44</b>		<b>"Even the littlest kid begins to understand relationships in terms of space. fellow players.</b>	

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

<b>Box - Folder</b>		<b>p.393. New Exercises "If you have to be back it's okay, it's even more interesting. Any part of you is you."</b>	<b>Camera man asks the players to play to the camera, so then they change their angle.</b>
<b>42-07 00:07:45 -- 00:09:54</b>	<b>Group A</b>		

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

<b>Box - Folder</b>	<b>p.393 New Exercises.</b>
<b>42-07 00:15:19 -- 00:16:29</b>	<b>Group B</b>

## Stage Picture - Variation I

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

<b>Box - Folder</b>	<b>p.393 New Exercises.</b>
<b>42-07 00:16:30 -- 00:17:02</b>	<b>Group B</b>
	<b>Continuous Moving Stage Picture</b>

## Stage Picture - Variation

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder** Introduction p.393 New Exercises.

43-09 00:13:09 -- 00:17:08

## Stage Picture - Variation I

**Tape Name** Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980

**Box - Folder** p.393 New Exercises.

42-07 00:09:55 -- 00:10:32 Group A

Continuous Moving Stage  
Picture

## Stage Picture - Variation II

**Tape Name** Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980

**Box - Folder** p.393 New Exercises.

42-07 00:10:33 -- 00:15:18 Group A

Following one player.

"Each individual player is  
supported by everyone  
else. You are not alone."

**Tape Name** Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980

**Box - Folder** p.393. New Exercises.

42-07 00:17:03 -- 00:20:03 Group B

Following one player

## Stage Picture - Variations I and II

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** Introduction p.393 New Exercises.

43-08 00:18:55 -- 00:20:06

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** p.393. One group plays through all of the variations and then the other. Then, all play.

43-08 00:20:07 -- 00:34:59

## Stage Picture - Variaton

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder** Players go from stage picture into action

43-09 00:17:09 -- 00:25:26 Group 1

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

43-09 00:25:27 -- 00:36:10 Group 2

## Stage Picture - Variaton

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

<b>Box - Folder</b>	<b>Evaluation</b>	<b>Suggestion to go from</b>
43-09 00:36:11 -- 00:38:48		Stage Picture to Transformation of Relationships.

## Stage Picture -Variation

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

<b>Box - Folder</b>	<b>Going from Stage Picture to Transformation of Relationship. Paul Sills side-coaches. Discussion - how to play variation.</b>
43-09 00:38:49 -- 00:54:29	

## Stage Whisper

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.208 Rounding-Out Exercises. Discussion - how to ask audience for stage whisper suggestions. Practice of stage whisper.</b>
43-09 00:54:30 -- 01:00:50		

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

<b>Box - Folder</b>	<b>p.208 Rounding-Out Exercises.</b>	<b>Camera cuts in and out</b>
43-09 01:00:51 -- 01:04:27 Group 1		

## Stage Whisper

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

**43-09 01:04:28 -- 01:11:50 Group 2**

**Tape Name** Sills & Co. workshop (VHS), Feb. 6, 1985

**Box - Folder**

**43-09 01:11:51 -- 01:14:19 Group 3**

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder**

**44-01 00:23:09 -- 00:31:30**

**p.208 Rounding-Out  
Exercises.**

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder**

**44-04 00:29:17 -- 00:32:35**

**p.208 Rounding-Out  
Exercises.**

## Stage Whisper

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.208

46-01 00:27:45 -- 00:30:59

## Story-building

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** p.167 Refining Awareness.  
 42-11 00:28:55 -- 00:36:59 Story continues with a  
 new person when the  
 next person is tapped.  
 English and Spanish.

## Story-Telling

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.291 Workshops for Six-  
 44-02 01:30:59 -- 01:45:02 to-Eight-Year-Olds.  
 Example of Story Theater-  
 "Jack and the Beanstalk"

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.291 Workshops for Six-  
 46-03 00:44:04 -- 00:57:30 to-Eight-Year-Olds.  
 Example of Story Theater-  
 "Jack and the Beanstalk"

## Streets and Alleys

**Tape Name** Teachers' Workshop (Last) (VHS), Summer 1980

<b>Box - Folder</b>	<b>p.410 Traditional Exercises.</b>	<b>The tape rewinds for part of this section</b>
42-05 00:00:00 -- 00:00:58		

## Swat Tag

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	<b>p.411 Appendix II- Traditional Games</b>	<b>Introduction to the game has been cut out.</b>
42-03 0:01:39 -- 0:04:13		

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>	<b>"The mind I think is greater than the brain. The brain was out of the way."</b>
42-03 0:08:28 -- 0:10:55		

**Tape Name** Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.411 Traditional Exercises. Spolin demonstrates game.</b>
44-02 00:01:17 -- 00:02:16		

**Swat Tag**

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

**Box - Folder**

44-02 00:02:17 -- 00:03:24

**Tape Name**      Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Evaluation</b>	"When you're in full flush,
44-02 00:03:25 -- 00:07:53		things happen. You stop
		thinking and you act."

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	<b>Introduction</b>	p.411 Traditional games.
44-03 00:05:52 -- 00:07:12		Gary Schwartz and Viola
		Spolin introduce this
		game.

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder**

44-03 00:07:13 -- 00:09:40



**Swat Tag**

**Tape Name**      Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	<b>Evaluation</b>	<b>cuts to the next clip</b>
44-03	00:09:41 -- 00:12:46	

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>p.411 Traditional Exercises. Includes an example by Spolin</b>
46-03	00:00:23 -- 00:01:48

**Tape Name**      Edited version of Spolin Teacher's Workshop (VHS), 1987

<b>Box - Folder</b>	<b>Evaluation</b>	<b>"When you're in full flush, things happen. You stop thinking and you act"</b>
46-03	00:01:49 -- 00:03:27	

**Tag**

**Tape Name**      Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06    00:00:00 -- 00:01:07

## Take a Sound and add a Sound

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.386

42-10 00:02:58 -- 00:05:48

## Take with Sound

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 22, 1982

**Box - Folder** p.386

42-10 00:01:49 -- 00:02:57

## The Where Game

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.98 Where. Spolin introduces this game and then gives an eample.</b>
42-06 01:29:31 -- 01:35:32		

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>p.98 Where. "You may or may not relate to the person. Relate to the where. Where are they?"</b>
42-06 01:35:33 -- 01:42:05 Group 1	

## The Where Game

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Evaluation</b>	
42-06 01:42:06 -- 01:43:50	Group 1	"Was there a moment when you saw the whole where?"

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>		p.98 Where.
42-06 01:43:51 -- 01:58:20	Group 2	

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Evaluation</b>	
42-06 01:58:21 -- 02:02:55	Group 2	"That's why I hate the word creative. It's just rearranging old data for the most part, I think."

## Three Changes

**Tape Name** Teachers' Workshop (VHS), Summer 1980

<b>Box - Folder</b>	p. 73 Orientation.	The introduction of this game is very much intact.
42-03 0:37:36 -- 0:44:30		

## Three Changes

**Tape Name**      **Spolin Teacher's Workshop (VHS), 1987**

**Box - Folder**                      **Introduction**                      **p.73 Orientation.**

**44-02 00:16:35 -- 00:17:14**

**Tape Name**      **Spolin Teacher's Workshop (VHS), 1987**

**Box - Folder**    **p.73 Orientation.**

**44-02 00:17:15 -- 00:20:06**

**Tape Name**      **Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989**

**Box - Folder**    **p.73 Orientation. Spolin  
introduces this game and  
relates it to teaching**

**44-03 00:24:04 -- 00:27:58**

**Tape Name**      **Edited version of Spolin Teacher's Workshop (VHS), 1987**

**Box - Folder**                      **Introduction**                      **p.73 Orientation**

**46-03 00:09:29 -- 00:10:06**

## Three Changes

**Tape Name** Edited version of Spolin Teacher's Workshop (VHS), 1987

**Box - Folder** p.73 Orientation

46-03 00:10:07 -- 00:10:52

## Three-Way Conversation

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Introduction</b>	<b>p.394 New Exercises. "We</b>
42-06 00:46:03 -- 00:49:50		<b>are going to carry on two</b>
		<b>conversations</b>
		<b>simultaneously, not two</b>
		<b>separate ones, two</b>
		<b>simultaneous."</b>

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 00:49:51 -- 00:50:52

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder** **Evaluation**

42-06 00:50:53 -- 00:51:57

### Three-Way Conversation

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder** Group Play

42-06 00:51:57 -- 00:54:05

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder** Group play in Circle Spolin evaluates each group. "The center player is responsible for keeping the conversation going." "Don't confuse information with

### Three-Way Conversation -Variation 1

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** p.394 Players choose a center

43-02 00:40:08 -- 00:43:33

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

**Box - Folder** Evaluation

43-02 00:43:34 -- 00:45:11

## Three-Way Conversation -Variation 2

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

<b>Box - Folder</b>	p.394. Center keeps shifiting in relation to the physical position
43-02 00:45:12 -- 00:48:25	

## Three-Way Drawing

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	Game is introduced and then the camera cuts	Camera cuts before the game is played
44-03 02:05:37 -- 02:06:31		

## Three-Way Writing

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	Gary Schwartz introduces this game. People read their creations
44-03 01:55:10 -- 02:05:36	

## Transformation of Objects

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	p.82 Orientation. Spolin side-coaches
43-06 00:26:49 -- 00:29:32	

## Transformation of Objects

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

Box - Folder	Evaluation	
43-06 00:29:33 -- 00:31:49		Cut - ends abruptly.

## Transformation of Relationship

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder** p.250 Character.

43-06 00:44:48 -- 00:55:01 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder**

43-06 00:55:02 -- 01:02:03 Couple B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

**Box - Folder**

43-06 01:02:04 -- 01:06:54 Couple C



## Transformation of Relationship

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	<b>Evaluation</b>
43-06 01:06:55 -- 01:07:26	"The emphasis is on who are you, relationship, roles. The moment it is set and we see it, you must let it disappear."

**Tape Name** Mextel (Mexican Workshop): ... (VHS), 1982

<b>Box - Folder</b>	<b>p.250 Character.</b>	<b>In the middle of this section, a clip from another video shows up</b>
43-06 01:07:27 -- 01:13:58		

**Tape Name** Viola Spolin Memorial (VHS), Feb. 1995

<b>Box - Folder</b>	<b>p. 250</b>
45-04 01:33:51 -- 01:38:27	

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

<b>Box - Folder</b>	<b>p.250</b>
46-01 00:38:17 -- 00:51:28	

## Transformation of Relationship - Variation

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.250 Character.

44-01 00:40:58 -- 00:54:27

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.250 Character.

44-04 00:39:06 -- 00:50:25

## Unknown

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** No introduction.  
Improvisation involving multiple games.

42-11 01:02:21 -- 01:09:59

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

**Box - Folder** No introduction. Moving slowly and together.  
Singing. Evaluation begins but then camera cuts out.

42-11 01:10:00 -- 01:27:37

## Unknown

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 29, 1982

<b>Box - Folder</b>	<b>Activities - Brushing hair</b>
42-11 01:27:38 -- 01:54:48	and eating (solos) /Reversing activity

**Tape Name** Mextel (Mexican Workshop): ... (VHS), May 28-June 8, 1982

<b>Box - Folder</b>	<b>Evaluation</b>
43-02 00:00:00 -- 00:00:16	

## Unrelated Conversation

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

<b>Box - Folder</b>	<b>p.395 New Exercises.</b>
44-03 01:29:01 -- 01:47:38	Spolin introduces this game. Demonstration. Everyone plays.

## Vocal Sound Effects

**Tape Name** Viola Spolin: Casa Colina, Feb. 9, 1980

<b>Box - Folder</b>	<b>No audio. Game with</b>	<b>NO AUDIO</b>
42-02 00:01:26 -- 00:13:39	microphone	

## Vocal Sound Effects

**Tape Name** Viola Spolin: Casa Colina, Feb. 9, 1980

<b>Box - Folder</b>	<b>No audio. Group game</b>	<b>NO AUDIO</b>
42-02 00:13:40 -- 00:15:40	with microphones	

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>p.188 Technical games</b>
42-04 00:44:34 -- 00:52:13	number 6. Warm up. Passing around a mic, making sounds into it, and identifying the sounds.

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>Evaluation</b>	<b>"With children, maybe</b>
42-04 00:52:14 -- 00:53:53		have them all try the same sound."

**Tape Name** Teachers' Workshop (Technical) (VHS), Summer 1980

<b>Box - Folder</b>	<b>p.188 number 7. Creating</b>
42-04 0:53:54 -- 1:21:21	a where. "Remember silence" Spolin introduces this game.

## Vocal Sound Effects

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** Setup

43-08 00:35:45 -- 00:37:21

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** p.187 Broadcasting and  
43-10 00:06:30 -- 00:12:01 Couple A Technical Effects. Two  
person scene using sound  
effects.

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Evaluation

43-10 00:12:02 -- 00:13:57 Couple A

**Tape Name** Sills & Co. workshop (VHS), Feb. 14, 1985

**Box - Folder** Development of a game  
43-10 00:13:58 -- 00:15:18 Couple B played in an earlier session

## Vocal Sound Effects - Number 6

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

**Box - Folder** p.187 Broadcasting and  
**43-08 00:37:22 -- 00:50:01** Technical Effects.

## Vocal Sound Effects - Number 7

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder** Evaluation  
**42-01 01:00:01 -- 01:01:51** Group B round 2

**Tape Name** Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder** p.187 **AUDIO**  
**42-02 00:015:41 -- 00:16:3**

**Tape Name** Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder** Evaluation Working separately and in  
**42-02 00:16:36 -- 00:21:47** a group. How to get  
interplay

## Vocal Sound Effects - Number 7

**Tape Name**      Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder**                      Group A plays agai Same group plays again

42-02 00:21:48 -- 00:22:28

**Tape Name**      Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder**                      **Evaluation**                      "Orchestration cannot be  
42-02 00:22:29 -- 00:25:00                      done intellectually"

**Tape Name**      Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder**                      Group B

42-02 00:25:01 -- 00:25:49

**Tape Name**      Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder**                      **Evaluation**

42-02 00:25:50 -- 00:27:44

## Vocal Sound Effects - Number 7

**Tape Name** Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder** Group C with eyes

42-02 00:27:45 -- 00:28:20

**Tape Name** Viola Spolin: Casa Colina, Feb. 9, 1980

**Box - Folder** Evaluation

42-02 00:28:21-- 00:29:09

**Tape Name** Sills & Co. workshop (VHS), Jan. 22, 1985

<b>Box - Folder</b>	p.187 Broadcasting and	00:58:05 - a focus on two
43-08 00:50:02 -- 01:03:00	Technical Effects.	chairs in a soft light
	Communicating a Where	
	from offstage	

## Vocal Sounds Effects - Number 7

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

<b>Box - Folder</b>	Broadcasting and
42-01 00:48:24 -- 00:49:13	Technical Effects- p.187
Group A	



**Vocal Sounds Effects - Number 7**

**Tape Name**      **Viola Spolin: Casa Colina (VHS), 1980**

**Box - Folder**                      **Evaluation**                                      **sound returns**

**42-01 00:49:14 -- 00:54:26**   **Group A**

**Tape Name**      **Viola Spolin: Casa Colina (VHS), 1980**

**Box - Folder**                                      **Same group plays again**

**42-01 00:54:27 -- 00:55:10**   **Group A round 2**

**Tape Name**      **Viola Spolin: Casa Colina (VHS), 1980**

**Box - Folder**                      **Evaluation**

**42-01 00:55:11 -- 00:57:47**   **Group A round 2**

**Tape Name**      **Viola Spolin: Casa Colina (VHS), 1980**

**Box - Folder**

**42-01 00:57:48 -- 00:58:26**   **Group B**

## Vocal Sounds Effects - Number 7

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder** Evaluation

**42-01** 00:58:27 -- 01:00:24 Group B

## Vocal Sounds Effects -Number 7

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder** Same group plays again

**42-01** 01:00:25 -- 01:01:00 Group B round 2

## Vowels and Consonants

**Tape Name** Viola Spolin: Casa Colina (VHS), 1980

**Box - Folder** New Exercises -p.396.

**42-01** 00:09:47 -- 00:20:33

Spolin introduce/ side-coaches. Transforms into a discussion on fear and harmony.

**Tape Name** Spolin Teacher's Workshop, Music Center (VHS), Apr. 1, 1989

**Box - Folder** p.396 New Exercises.

**44-03** 01:47:39 -- 01:55:09

Spolin thoroughly introduces this game and its importance.

## What do I do for a Living?

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** p.74 Orientation.

**42-09 00:11:26 -- 00:12:39** Group A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

**42-09 00:12:40 -- 00:14:00** Group A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 00:14:01 -- 00:15:44** Group B

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

**42-09 00:15:45 -- 00:17:52** Group B

## What's Beyond?/Past or Future Event

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>		p.121 Where. Spolin side-coaches
42-08	00:09:40 -- 00:20:23	Group A

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>	<b>Evaluation</b>	Spolin: "What was the what's beyond, audience?"
42-08	00:20:24 -- 00:22:35	Group A

**Tape Name** Mextel (Mexican Workshop): #2 group, ... (VHS), Mar. 30, 1982

<b>Box - Folder</b>		p.121 Where. Spolin side-coaches. Players have to switch to singing.	Spolin speaks to the cameraman - it would be easy to just cut out the evaluation.
42-08	00:22:36 -- 00:27:51	Group B	

## What's Beyond?/Past or Future Event - Variation

**Tape Name** Spolin Players (VHS), May 21, 1990

<b>Box - Folder</b>	p.121 Where
44-04	01:13:28 -- 01:23:04

## Where game with 3 pages

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 2:40:39 -- 2:48:16

Players write on three pages. Spolin calls a page number "1, 2, or 3." The players then draw the where. Afterward, everyone reviews.

Spolin introduces this game

## Who Am I?

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder**

42-06 01:17:50 -- 01:19:10

**Introduction**

"Everyone knows who they are, so talk to them like they know who they are, and they will begin to discover who they are."

Bob Martin introduces the game. Spolin adds to the instruction

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 00:19:10 -- 00:26:12 Round 1

p.379 New Exercises.

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 00:26:13 -- 00:33:01 Round 2

**Who Am I?**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

42-09 00:33:02 -- 00:33:55 Round 2

**Tape Name** Spolin at Heliotrope, Gary Schwartz et al. (VHS), 1986?

**Box - Folder** p.397 New Exercises.

44-01 00:11:39 -- 00:15:39

**Tape Name** Spolin Players (VHS), May 21, 1990

**Box - Folder** p.397 New Exercises.

44-04 00:13:33 -- 00:19:32

**Tape Name** Viola Spolin Memorial (VHS), Feb. 1995

**Box - Folder** p. 397

45-04 01:19:34 -- 01:22:25

## Who Am I?

**Tape Name** Spolin Players w/ Gary at Improv Santa Monica (VHS), n.d.

**Box - Folder** p.397

46-01 00:12:40 -- 00:16:40

## Who Am I? - Variation

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

**Box - Folder** p.397 New Exercises.

42-06 01:19:11 -- 01:24:10

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	<b>Evaluation</b>	"We're always speaking in information"
42-06 01:24:11 -- 01:29:30		

## Who Game

**Tape Name** Viola: 2 Day Workshop #1, Monday (VHS), 1980

<b>Box - Folder</b>	p.106. Bob Martin introduces this game. Video ends after one group plays.
42-06 2:48:17 -- 2:51:42	

**Who Game: Adding Where and What**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Introduction p.106 Where.

42-09 00:33:56 -- 00:35:53

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 00:35:54 -- 00:41:23 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

42-09 00:41:24 -- 00:41:4 Couple A

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

42-09 00:41:46 -- 00:46:50 Couple B



**Who Game: Adding Where and What**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**Final moments of scene**

**42-09 00:46:51 -- 00:47:31 Couple C**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**Not a complete scene**

**42-09 00:47:32 -- 00:54:02 Couple D**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**Sound of camera being  
adjusted**

**42-09 00:54:03 -- 00:57:54 Couple E**

**Tape Name**      Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 00:57:55 -- 01:00:29 Couple F**

**Who Game: Adding Where and What**

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:00:30 -- 01:04:39** Couple G

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:04:40 -- 01:08:37** Couple H

Sound of camera being  
adjusted

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

**42-09 01:08:38 -- 01:10:19** Couple H

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder**

**42-09 01:10:20 -- 01:11:13** Couple I

Not a complete scene

## Who Game: Adding Where and What

**Tape Name** Mextel (Mexican Workshop): ... (VHS), Apr. 1, 1982

**Box - Folder** Evaluation

42-09 01:11:14 -- 01:11:38 Couple I

## Word Game A

**Tape Name** Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980

**Box - Folder** Introduction p.189 Developing Material  
42-07 0:20:04 -- 00:33:03 for Situations. Story of the  
"Blue Plate Special"

**Tape Name** Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980

**Box - Folder** Preparation Camera goes gray for 30  
42-07 00:33:04 -- 00:36:25 seconds.

**Tape Name** Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980

**Box - Folder** p.189 Developing Material  
42-07 00:36:26 -- 01:00:52 Group A for Situations. One group  
performs the syllables in  
different costumes

## Word Game A

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

**Box - Folder**                      **Evaluation**

**42-07 01:00:53 -- 01:04:50**   **Group A**

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

**Box - Folder**                      **p.189 Developoing**  
**42-07 01:04:51 -- 01:33:23**   **Group B**      **Material for Situations.**

**The other group performs  
 their syllables in costumes.**

**Tape Name**      **Word Game, 2 Day Workshop #2, Tuesday (VHS), 1980**

**Box - Folder**                      **Evaluation**              **Only a few notes**

**42-07 01:33:24 -- 01:36:55**   **Group B**



